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SUPER NESTM GAMES SECRETS

THE UNAUTHORIZED EDITION

Rusel DeMaria

3

Zach Meston

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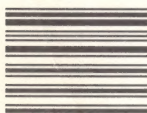
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Super NES Games Secrets

Volume 3



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Super NES Games Secrets

Volume 3

Rusel DeMaria
Zach Meston

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—R.D.M.

Greetings to Mom, Henry, John, and Kelly; my grandparents, Don and Geri; Andy Eddy, Chris Bieniek, Mike Davila, and the enchanting Stephanie at VideoGames & Computer Entertainment; Danny Han, editor of the best fanzine on the planet; and Peggy Herrington, a fellow Amigan and genuinely nice person.

—Z.M.

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Introduction

Super NES Games Secrets 3 is meant to get you farther than you've ever gotten in the games you love to play. By combining detailed descriptions with lots of graphics, this book not only tells you what to do, it often shows you, too.

We've changed the format of our books considerably since our last Super NES book, *Super NES Games Secrets 2*. Each chapter is now divided into three sections:

1. Introduction. The background/storyline of the game. Same as "What's Going On?" from previous books, in convenient non-question form. All the other information—Players, Scoring, Lives and Continues, etc.—has been condensed into a small box at the beginning of the chapter. This gives us more pages for more strategies for more games.

2. Strategy Session. The Strategy Session is where you'll find both general and level-specific hints, tips and tactics.

3. The Secrets. Same as "Shh... The Secrets" from previous books, but without the annoying librarian-like "Shh." This is where you'll find top-secret cheat codes, passwords, and other game-busting tips.

And as with our previous books, we've provided a chapter of Short Tips—codes, passwords, and tips for games that don't have a chapter of their own.

Do you like the changes? Do you want us to change back to how it was before? Be sure to write and let us know what you want to see. And thanks for reading our books over the past three years!

I'd like to end with a personal statement. Video games are often violent in content. That's okay. They're games. Enjoy the games, but please remember what's important:

Respect the Earth.
Respect all Life.

—RDM

CHAPTER

1

Axelay

by Konami



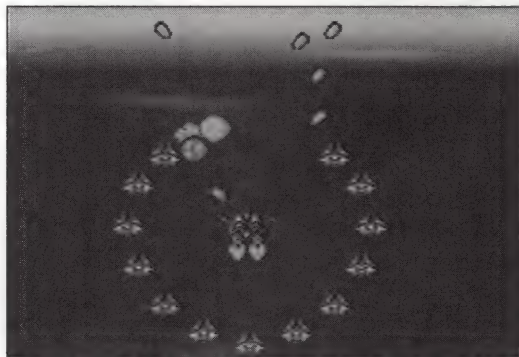
Game Type	Arcade
Difficulty	Average
Players	1
Game Save	None

INTRODUCTION

One of the first shooters out for the Super NES was Konami's Gradius III, and truth be told, it sucks. Massive amounts of graphic flicker and slowdown make for a less-than-wonderful playing experience. Konami seems to have learned a lot of tricks since then, because Axelay is as good a game as Gradius III is bad. There's no slowdown, no flicker (with the exception of one end-of-level boss, but we're nit-picking), fantastic Mode 7 graphic effects, and awesome sound. The levels switch between a conventional side-view of the action and a "behind-the-ship" viewpoint that shows off the power of the Super NES. Axelay is the king of the Super NES shoot-'em-up hill!

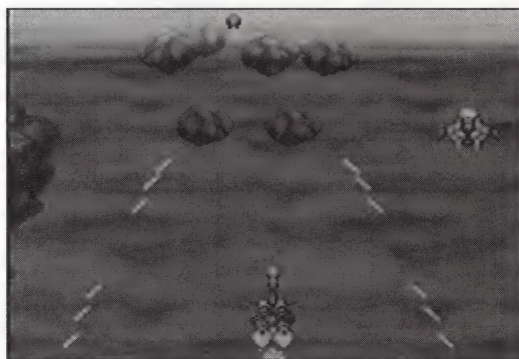
STRATEGY SESSION

Level 1



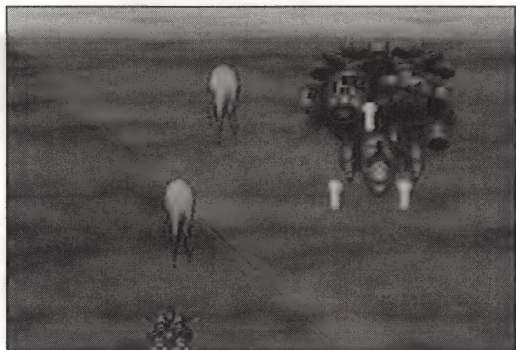
*Suffering from circling enemy ships?
Use the Round Vulcan for fast relief!*

- At the start of the level, you're attacked by encircling waves of enemy ships. Use the Round Vulcan to destroy them.



*The floating islands break up
into smaller pieces when shot.*

- Some of the floating islands have laser cannons inside them. When you destroy these islands, they blow up into smaller chunks. Keep shooting until you obliterate all of the debris.



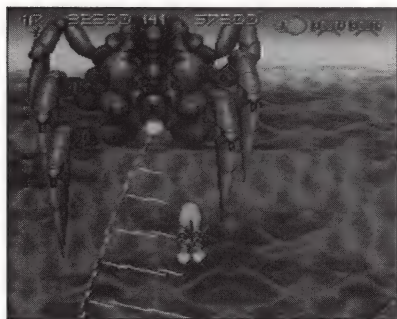
*Stay to one side of the mid-level Boss
and use the Straight Laser.*

- The mid-level Boss shoots lasers, homing missiles and sprays of bullets. Stay to one side of the boss; if you stay in front, you'll be hit. Use the Straight Laser to cause the most damage, and use the Round Vulcan to get the homing missiles off your butt.
- After the mid-level Boss are some fast-moving enemy ships. Stay on one side of the screen and use the Round Vulcan.

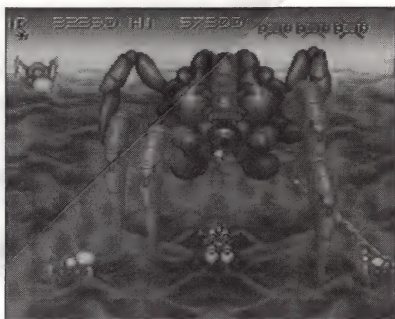


*Steer hard and keep firing
as you soar through the narrow tunnels.*

- When you arrive at the narrow tunnels, stay at the bottom of the screen and make sharp left and right turns to stay alive.



*The laser web
slows you down...*

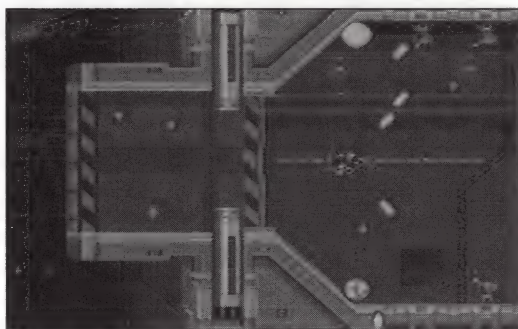


*And the baby
spiders fire lasers.*

- The end-of-level Boss is a giant spider. It slows you down with a laser web, then launches several baby spiders that fire lasers at you. When the Boss shoots out its web, move to one side to avoid its laser fire, then move up to avoid the baby spiders' lasers. Keep shooting the Boss in its eye to cause damage.

Level 2

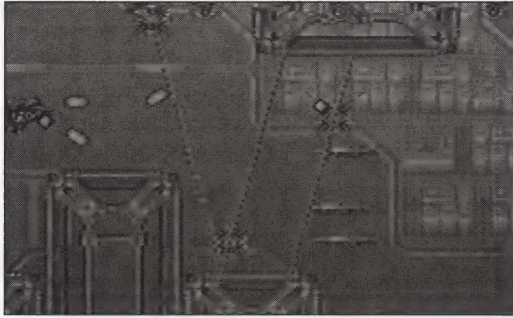
- At the start of the level, you'll be attacked by large enemy ships armed with missiles. Use the Round Vulcan.



*Use the Round Vulcan
as you enter the spaceship.*

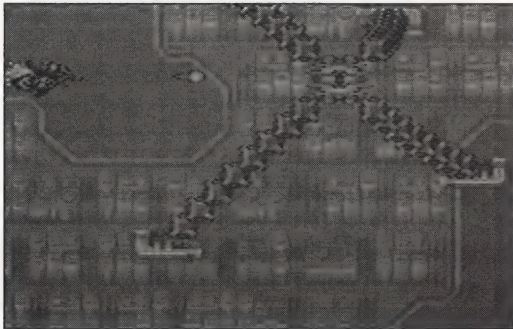
- When you fly into the spaceship, use the Round Vulcan to destroy the small cannons on the ceiling and the floor.

- In the section of the spaceship after the small cannons, enemy ships fly onto the screen unexpectedly to sneak attack. Keep firing the Round Vulcan to take care of any unwanted surprises.



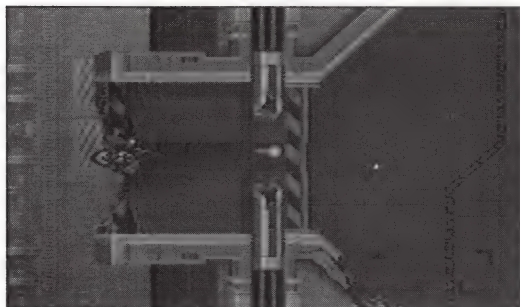
*Destroy the robots and
the wires will disappear.*

- About a third of the way through the level, you'll encounter enemy robots that use wires to position themselves for attack. When you destroy the robots, their wires disappear.



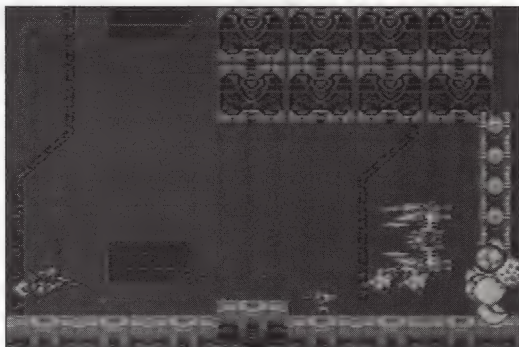
*Didn't we see a creature
a lot like this in Contra III?*

- Once you blast through the first few groups of wire robots, you'll have to destroy an alien with some very long arms. Shoot the alien in its center to destroy it quickly.

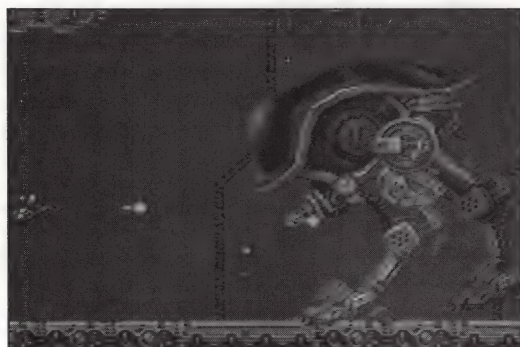


This gate shakes and shudders, but it won't close.

- There's one more major obstacle in this level before the Boss. There are two huge chunks of ceiling being held up by blocks which are in your way. When you blast the blocks, the ceiling chunks come crashing down. Fly underneath the ceiling



Blast the boxes and fly underneath the ceiling chunks.



A scene from RoboCop? Or the end Boss of Level 2? You make the call.

- Near the end of the level, there's a gate that shakes like it's about to close, but it won't. Don't rush through it and risk hitting the walls or getting wasted by an enemy.

chunks as quickly as possible.

- The end-of-level Boss is a robotic walker that was no doubt inspired by ED-209 (the renegade robot in RoboCop). As soon as it appears on the screen, start blast-

ing its cannon, and keep shooting until you destroy it. If you don't take out the cannon, you'll have a much harder time surviving the battle.

- Once the cannon is destroyed, start shooting at the middle of the Boss's head, where it's connected to the body. Stay above the Boss at a diagonal angle to make it easier for you to dodge attacks. The Boss can aim its light beam at almost any angle, but it can't shoot backwards, so keep that in mind.

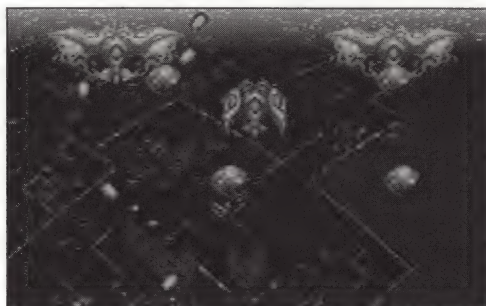


Stay behind the Boss to avoid its laser beam.

Level 3

- Choose the Needle Cracker as one of your weapons before you start the level. When you're flying over the ground at the beginning of the level, move left and right while shooting the Cracker. It'll seek and destroy the smaller enemies.

- Just after you fly over the edge of the cliff, you'll be attacked by ships armed with spinning plasma balls. Move to the left side of the screen, then up, to dodge the balls. Try to destroy as many of the ships as you can.



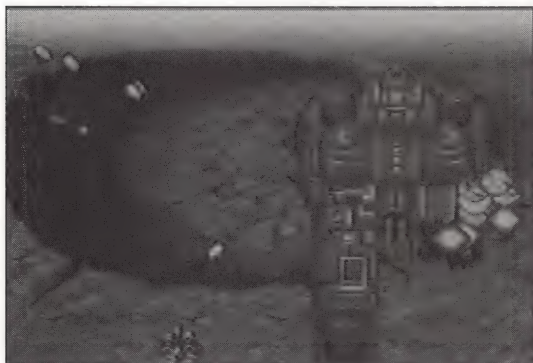
Fly left, and then up, to avoid the plasma balls.

- Look for the glowing cross-sections of the metallic barricades. When you destroy a cross-section, the barricade sections connected to it will collapse, giving you more room to maneuver.



Blast the glowing cross-section to get rid of the barricades.

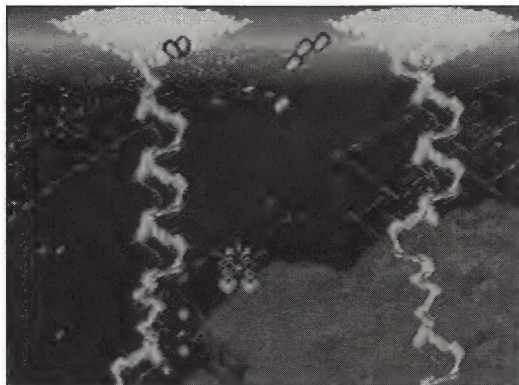
- Once you get past the barricades, you'll bump into a group of rotating ships with large "arms." Shoot these ships in their middles to blow them away.



Shoot the mid-level Boss's larger cannons, then the smaller cannon in its middle.

- The mid-level Boss is aggro! Stay at the bottom of the screen, in the middle, and wait for the Boss to fly towards you. When it does, move to one side and fly behind the Boss to stay clear of its massive body. Aim for the Boss's front-mounted cannons.

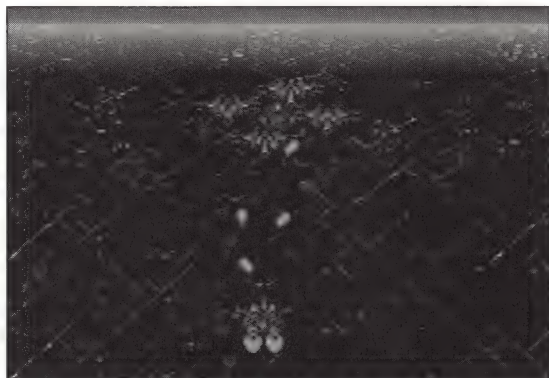
Once you've destroyed both of them, aim for the smaller cannon in the middle of the Boss.



Stay between the spaceships to avoid the electrical beams.

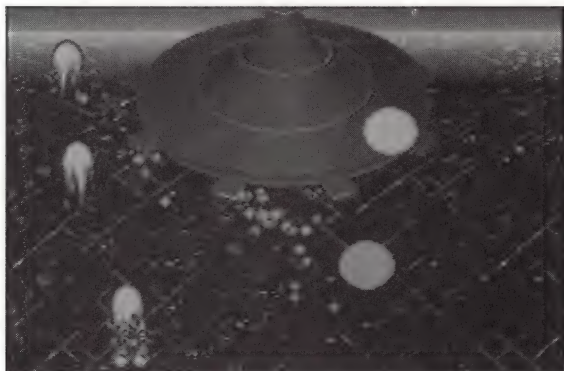
- After you toast the mid-point Boss and fly over the edge of the cliff, you'll be attacked by two pairs of enemy spacecraft armed with powerful electrical beams. Move between the ships and you'll be safe.

- You'll encounter a second set of barricades near the end of the level. This time around, aim for the rotating cannons and fly through the holes created when you destroy them.



The Boss's first, and wimpiest, attack form.

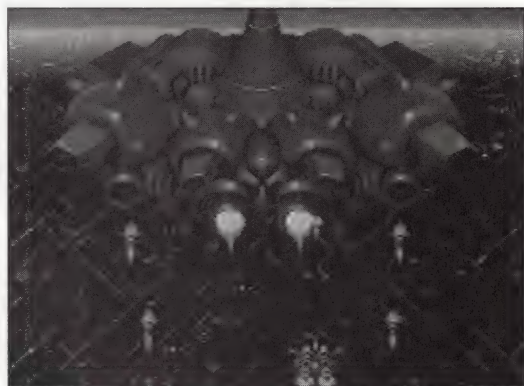
- The end-of-level Boss has three different attack forms. In its first form, it's a small sphere orbited by four drones. Destroy all of the drones and the Boss will metamorph into its second form.



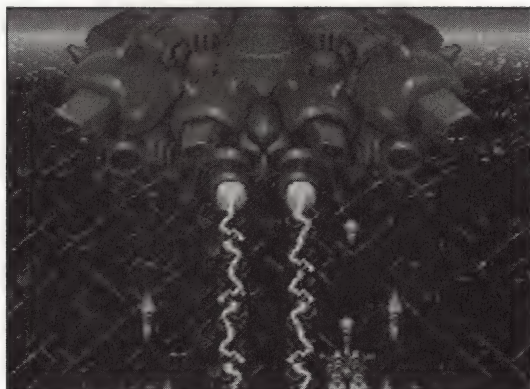
The Boss's second form. Kinda looks like a witch's hat.

- Form #2 is a giant cone-shaped UFO that lobs massive amounts of bullets at you. The bullets can be dodged or destroyed; if you want to destroy them, use the Needle Cracker for best results. Shoot at the cannons of the Boss. When you destroy them all, it changes into its third and most powerful form.

- Form #3 is a huge orange battleship. Switch to the Straight Laser to Round Vulcan and watch the four cannons on the front of the ship. The cannons that light up shoot electric beams down the screen, while the cannons that don't light up shoot missiles at you. Dodge the cannons that light up and blast through the missiles, then aim for the center of the



The Boss's third form. Definitely not a witch's hat!

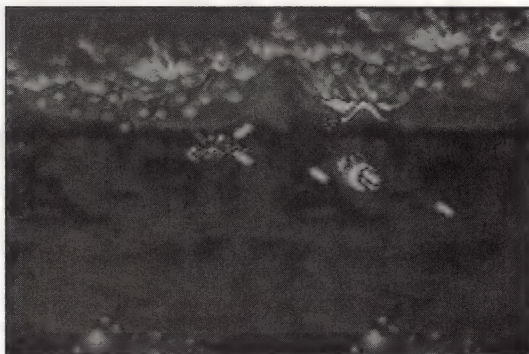


*The cannons light up
just before they fire at you.*

ship. The center turns yellow when you're hitting it with your shots.

Level 4

- Use the Round Vulcan at the beginning of the level. It's the best weapon with which to destroy the teeny-tiny enemy pods on the ceiling and bottom of the cave. The faster you destroy the pods, the less enemies they'll churn out.
- After a few screens, the small pods give way to larger pods that spout out speedy enemy ships. Don't get too close or you may be hit by the ships as the pods spit them out.
- If you destroy the pods with the red



*Use the Round Vulcan on the
small enemy pods for best results.*

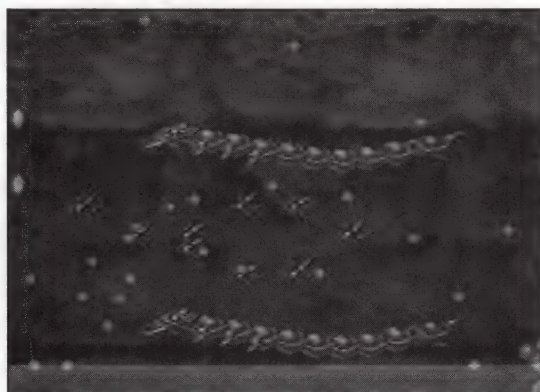
snakes inside, they'll release amoeba creatures that stick to your ship and slow it down. Shake your ship rapidly to get rid of the amoebas.

- There's a large pool of water past the red snake pods. You'll find two groups of jellyfish under the water. These buggers explode into a huge circle of shots, so it's better to avoid shooting them if you're close.



Don't shoot these jellyfish (although the ship in the picture is shooting). Trust us!

- If you decide to fly above the water instead, you'll encounter swarms of alien creatures. If you shoot at the creatures, they'll shoot twice as many bullets at you, so it's wise to just dodge them. You'll meet up with several more groups of creatures in the cave, so be ready for 'em.

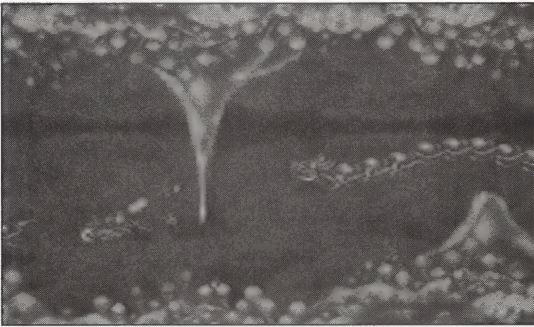


Alien snakes! Tons of bullets! And if you shoot back, you'll just make it worse!

- When you reach the ledge positioned in the middle of the screen

that's both above and below the water, it's time to choose a path. If you have the Round Vulcan, fly into the air above the ledge; if you don't, fly into the water below the ledge.

- With the Round Vulcan, you can easily blast through the top passage, taking out the small pods along the way. Without the Vulcan, you're basically guaranteed to lose a life or two.



*The deadliest jelly drop
in the history of video games.*

small football-shaped pods. Destroy the pods with your Round Vulcan and watch out for the sticky amoeba creatures hiding among them.

- When you enter the area of the end-of-level Boss, huge rocks will fall from the top of the screen. Stay at the bottom of the screen and use the Round Vulcan to shoot the rocks as they fall toward you. After a few moments, the Boss will splash into the water.



*Use Explosive Bombs on the Boss's
eye and avoid the purple beam.*

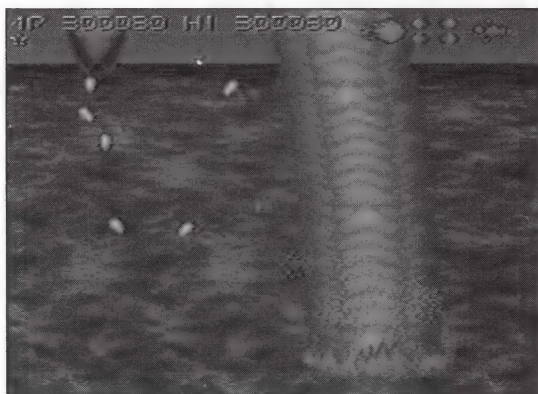
- If you take the underwater path, watch out for the jelly "drops" along the way. They'll extend deadly pseudopods in an attempt to smash your ship.

- The last obstacle before the Boss is a maze filled with

- Once the Boss is on the screen, switch to the Explosive Bombs. Hover above the Boss, bombing it in the eye to cause

damage and shooting the wasp creatures it sends out after you. If you don't have the Bombs, concentrate your weapon fire on the eye. The Boss shoots out purple beams that randomly change your weapon, so be careful not to get zapped.

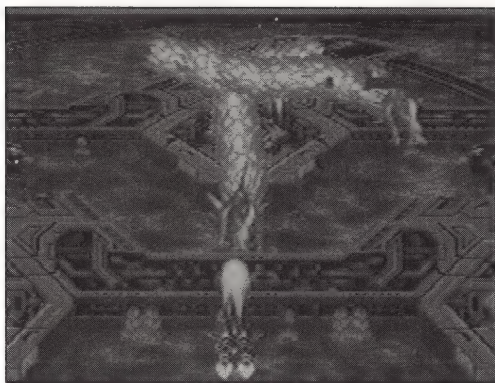
Level 5



A scene from Dune? Or the lava worms from Axelay? Again, you make the call.

- At the start of the level, two huge worms leap out of the lava. (They look straight out of Dune, but we digress.) You can move under the worm as it's diving into the lava; just don't get caught in front of it.
- Stay away from the ground installations or you'll be toasted by the pillars of fire erupting out of them.
- As soon as you fly over the last ground installation, move to the top of the screen and switch to the Round Vulcan. Fire down the screen to easily destroy the ships with the yellow asteroids orbiting around them.

- Fire dragons will erupt from the next ground installation you fly over. Shoot the dragons in the head and their bodies explode into pieces; fortunately, the pieces can't damage your ship.



Shoot the fire dragons in the head to destroy their bodies.

- Another enemy you'll encounter over the second ground installation are the spinning satellites. Destroy the satellites before they explode and send lasers flying in eight directions.

- The rock-climbing robots jump out of the lava, land on the cliffs, and shoot homing missiles at you. Use the Needle Cracker to destroy both the missiles and the robots.



When you see this crater in the lava below...



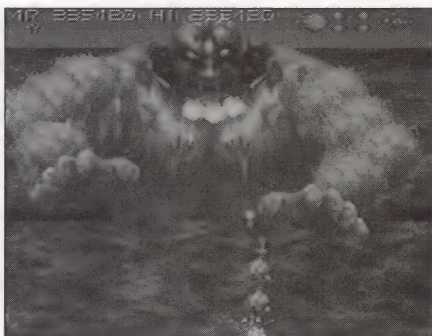
Get ready to dodge the lava flares.

- When you fly over the crater in the lava (see our handy picture), stay in the middle of the screen and dodge the lava flares.

- You'll fly over a small island past the lava flares. As you did before, use the Needle Cracker to destroy the rock-climbing robots.

- The end-of-level Boss is a humongous lava monster. (There's quite a bit of graphic flicker here, which is a real surprise considering how flicker-free the rest of the game is.) He has three different attacks. His first attack is a fusillade of three fireballs that are easily avoided. His second attack is his lava hand slap, which kicks up a group of lava balls that you have to dodge. When the Boss covers his face with his hands, he's getting ready to use his third (and deadliest) attack, a huge stream of fire. Move away from the middle of the screen to dodge the fire stream.

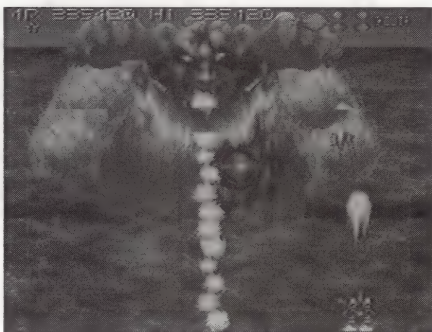
And a fireball stream that stretches across the screen.



The end Boss has three attacks: a fireball fusillade...



A hand slap that sends gobs of lava into the air...



- So where is this Boss's weak point? In the right side of his chest. Keep blasting away until you reveal a green spot, then blast the spot until the Boss goes boom.

Level 6

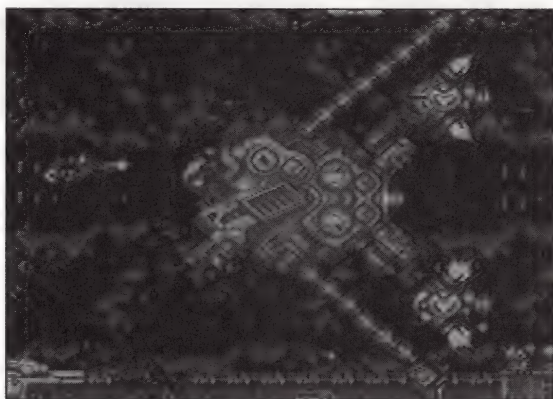
- At the start of the level, you'll have to get through two battle cruisers loaded with enemy ships. Your best bet is to destroy the cannons on the undersides of the cruisers, then go for the pods on top of the cruisers.
- A baby version of the Boss from Level 2 guards the entrance of the alien fortress. Fly directly above it and you'll be safe from most of its laser fire (although you'll still have to blast through several waves of enemies).



*Fly past the baby robot before
it blocks the entrance.*

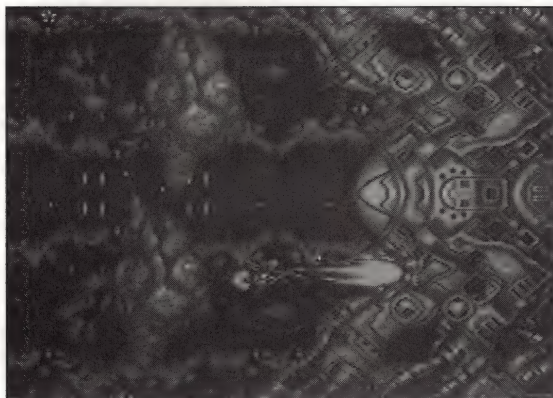
- When the gates swing closed on the left side of the screen, fly to the right and through the narrow passage before the baby walker beats you to it. Stay on the right side of the screen as two more gates close behind you.

- In the next section of the fortress, blast the barriers to make them retract into their bases. Once you stop shooting them, they pop back up, so keep firing.
- After you clear the barriers, you'll encounter metallic pods on the ceiling and floor of the fortress. You can't destroy the pods, but you can use the Vulcan to blast your way through the enemy ships.



The mid-level Boss rips chunks out of the ceiling and floor.

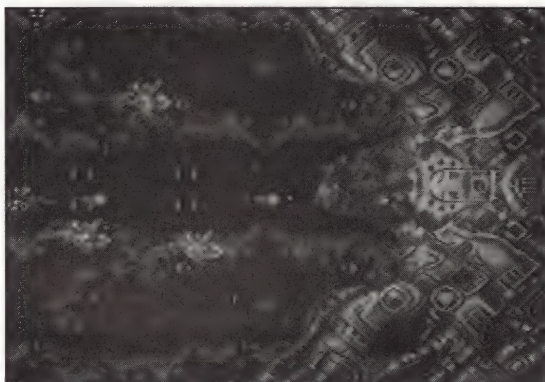
- The mid-level Boss is a real pain in the butt! It uses its arms to rip chunks out of the ceiling and floor, creating vacuums that pull your ship toward them. Destroy the two drones behind the Boss, then concentrate your fire on the front of the Boss until you expose its red weak point.
- The end-of-level Boss has a mind-numbing series of forms and attacks. The first attack is a group of two rocks that rotate in a clockwise or counter-clockwise direction. Rotate in the same direction as the rocks and fire away at the Boss



*Spin in the same direction
as the asteroids while firing.*

until it reveals a large green spot and starts shooting a bazillion bullets in your direction. Stay in the top half of the screen, dodge the bullets, and fire away at the green spot with the Needle Cracker until you destroy the first layer of the Boss's armor.

- The Boss scans you for a moment, then lets loose with a massive barrage of acid shots and pseudo-Axelay ships. The pseudo-ships won't stop firing unless you stop firing. Use the Round Vulcan to destroy the acid shots, then line



*If you stop firing, the pseudo-Axelay
ships will stop firing, too.*

yourself up with the Boss's nose, switch to the Straight Laser, and fire away. A few of the Axelay clones will be aligned with you, but you'll blow 'em up before they can shoot you. You can also position yourself near the top of the screen and use the Needle Cracker to chip away at the Boss.

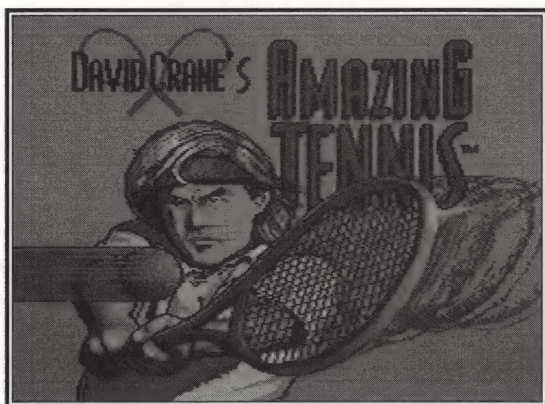
- The Boss will eventually blow up, but you've got one more battle to fight. As the fortress blows up behind you, the alien leader zig-zags up and down the right side of the screen. Shoot it in the nose and move up and down to dodge its bullets. Keep firing until you destroy the Boss, then prepare for a decent, but not spectacular, ending sequence. Guess they used all their cool graphic effects during the game and didn't have anything left for the ending!

CHAPTER

2

David Crane's Amazing Tennis

by Absolute Entertainment



Game Type	Sports
Difficulty	Average
Players	1-2 (Simultaneous)
Game Save	None

INTRODUCTION

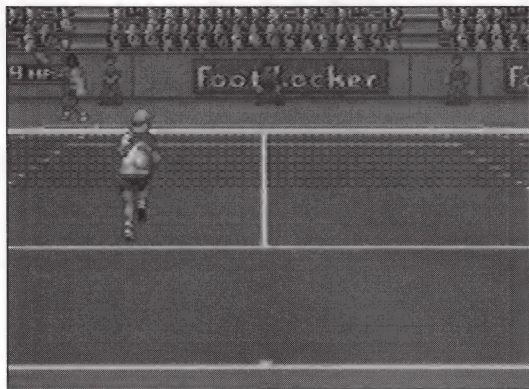
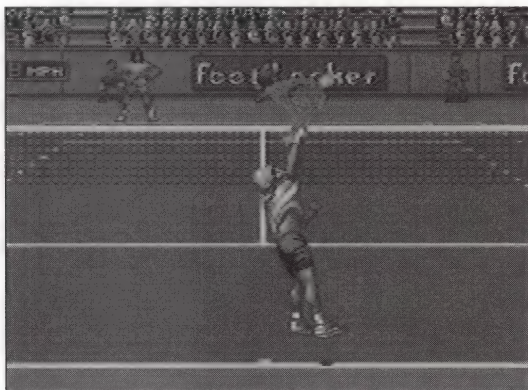
Wuzzat? You don't know who David Crane is? Only the biggest, baddest, bestest U.S. game designer for the past decade and a half. He was the brains behind a slew of Atari 2600 classics (Dragster, Freeway, Laser Blast, and our personal fave, Pitfall), but you're probably more familiar with his recent 8-bit NES title, A Boy and His Blob. Now David's made the leap to the Super NES with this totally amazing tennis game!

STRATEGY SESSION

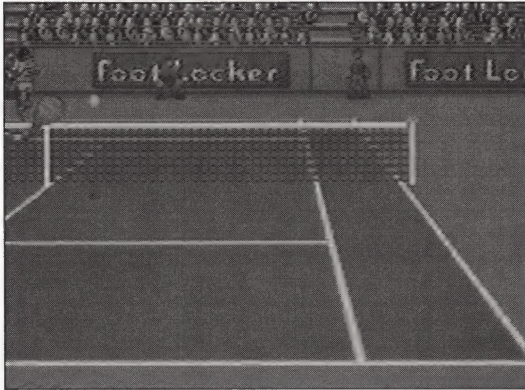
Serving

- Net play is the key to victory in Amazing Tennis. Use a soft serve and rush the net the moment the ball comes off your racket. (If you use a hard serve, your opponent will return the ball before you're properly positioned at the net. So don't do it.) When your opponent returns the ball, slam it to the opposite side of the court with the B button. Don't bother with drop shots; they usually just hit the net.
- Here's a pictorial example of serve-and-volley against a computer opponent.

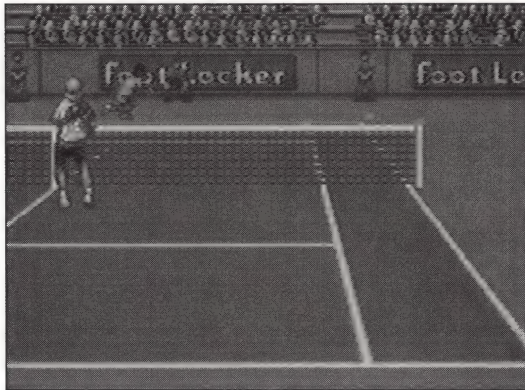
*Start rushing
the net immediately
after the serve...*



*Keep rushing
as the opponent
returns the ball...*



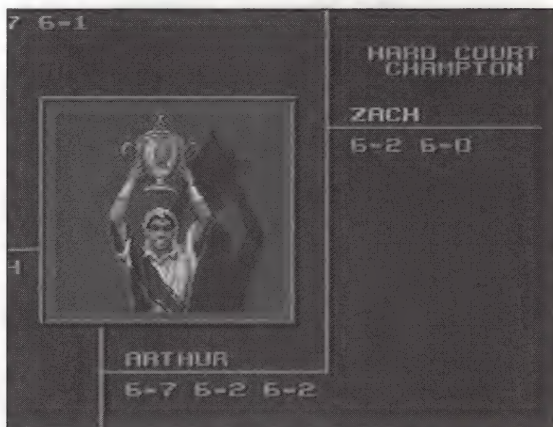
*Then slam the ball cross-court
for the point.*



Poor guy never had a chance!

Returning

- As with serving, the best way to win points is at the net. Hit the ball deep into one corner of the court and rush the net, then smash it to the opposite side of the court when your opponent returns.

Winner's Club

If you read the *Amazing Tennis* manual, then you know about the *Amazing Tennis* Winner's Club. To become a member, you have to win the Tournament, take a picture of the final Tournament screen, and send it in to Absolute. Here's a picture of the final Tournament screen to show you what it looks like.

CHAPTER

3

Desert Strike

by Electronic Arts



Game Type	Arcade/Simulation
Difficulty	Hard
Players	1
Game Save	Passwords

INTRODUCTION



The evil madman ^{Saddam Hussing} ~~General Mubaba~~ has invaded a small Arab country and threatens to start World War III. The United States is prepared to liberate the country and stop the General, but not with a full-scale air strike. Instead, the President decides to send in a single Apache helicopter, with the best pilot in the Armed Forces behind the controls. That pilot is you. Your mission is Desert Strike!

STRATEGY SESSION

General Strategies

- The manual recommends using a rapid-fire controller, and so do we, but not for all the weapons. The only weapon you should use with rapid-fire is the Chain Gun. You never have to fire more than a few Hellfires or Hydras at one target, so setting these to rapid-fire is a waste of weaponry.
- Choose Kris Timmarie (Aussie) as your copilot for the first two Campaigns. She has a good mix of gunnery and winch skills. Every other copilot is either a lousy gunner or a lousy winch-worker, and you need someone who's good at both. For the third and fourth Campaigns, choose Carlos Valdez (Jake).
- Experiment with each of the three control methods for the Apache and stick with the one you like the most. "With Momentum" is the most realistic, but "From Cockpit" is the most useful for beating the game. If you play a lot of flight-simulator games (like we do), the "From Above" method will totally confuse you. Try it anyway, but don't say we didn't warn you!
- Before you seriously attempt a Campaign, fly around the landscape and shoot every building you find to locate hidden Fuel Drums, Ammo Crates, and other helpful items. You'll also learn what buildings are populated with civilians (and therefore shouldn't be blown to hell). We've already found the Extra Lives and Quick Ladders for you; check out *The Secrets* to learn their locations in each Campaign.

CAMPAIGN 1: AIR SUPERIORITY

This Campaign has a walkthrough in the Desert Strike instruction manual, but we'll take you through it ourselves. (Why? Well ... why not?)

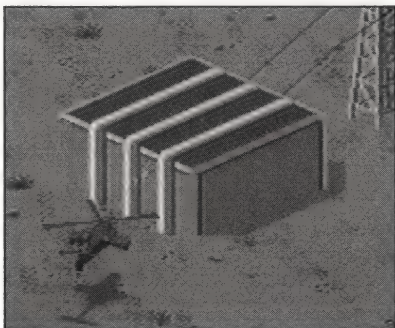
1. Radar Sites

Target: RS-152A Radar (Armor: 100)

- Each of the two Radars is guarded by AAAs. You can use the Chain Gun or a few Hydras to destroy each AAA.

2. Power Station

Target: 100-Megawatt Power Station (Armor: 400)



*Blast away the Power Station
and you'll reveal...*



An Armor Repair.

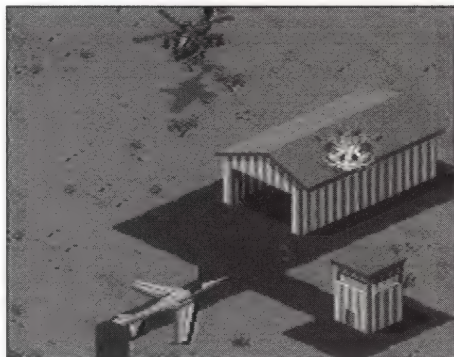
- This mission is the first time in the Campaign that you'll fight the Rapier SAMs. Sneak up and use your Hydras to destroy them. When you destroy the Power Station, you'll see a box lying in the crater where the Station used to be. This box is the Armor Repair. Pick up the box, then pick up the Fuel Drums and the two MIAs.

3. Air Fields

Target: Military Air Fields

- Be careful when you attack the air fields. Don't be afraid to run away if your Armor is dangerously low. Pick up some MIAs, deliver them to the Landing Zone to replenish your Armor, and return to the air fields to finish the job.

- Sometimes, before (or after) blowing up an air field building, an enemy soldier scampers for cover. Pick up the soldier with the winch and drop him off at the Landing Zone for Armor points. At other times, you'll reveal an Aphid soldier; use a Hydra to blow him away.



The air fields are heavily defended; be ready to split if you're in danger.

4. Command Centers

Target: Command Centers (Armor: 250)

- The Command Centers are surrounded by Rapiers, AAAs, and guard towers. Destroy one of the Command Centers and capture the enemy Commander to find out the location of the Secret Agent. You can rescue the Secret Agent immediately, or go for the points and destroy the second Command Center. (Remember to drop off the enemy Commander at the Landing Zone for Armor points.)

- There's an Armor Repair located to the left of the lower Command Center, next to the guard tower. If you're low on Armor points, attack this Center first and scoop up the Repair unit.

5. Secret Agent

Target: Three Buildings

- Fly to the three buildings and blow 'em up. When you uncover the trap door, fly over the door to drop off your



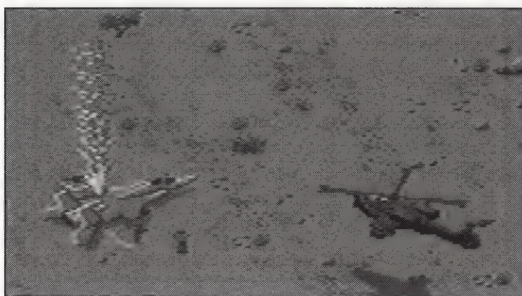
You'll find this trap door under one of the three buildings.

copilot. While you're on the ground, several VDAs arrive on the scene. Destroy them all with your Hellfires and Hydras; since this is the final objective, you might as well use your most powerful weapons. The secret agent (and your copilot) come out of the door. Pick them both up and return to the frigate to complete the first Campaign.

MISCELLANEOUS OBJECTIVES

Downed F-15

- A friendly pilot has been downed; you'll find him a few screens to the right of where the coastline goes off the left side of the Map Screen. Shoot the attacking Soldiers and pick up



Pick up the pilot, then destroy the downed F-15 for bonus points.

the pilot, then shoot the downed plane. By destroying the plane, you keep valuable American technology out of Mubaba's scummy hands, and score bonus points when you finish the Campaign. Return the pilot to the Landing Zone for Armor and bonus points.

MIA Pit

- The MIA Pit is located in the Northeast corner of the Map. Three MIA soldiers are surrounded by five of Mubaba's men. Gun down all of the soldiers and load up with the MIAs.



The MIA Pit is defended by five enemy soldiers.

Rocks

- The rocks look solid, but they can be destroyed with enough firepower. Make your day and blow the rocks away!

Tents



Destroy the tents to uncover...



An enemy soldier running around in his BVDs.

- Sometimes, after destroying a group of tents, an enemy soldier (in his undies) is revealed. Pick him up and take him to the Landing Zone for Armor points.

Villages

- Look for small villages surrounded by camels and guarded by a single soldier. You'll spot a civilian dressed in black in the middle of each village. Pick him up and deliver him to a Landing Zone for some extra Armor points.



Some villages have civilian hostages dressed in black.

CAMPAIGN 2: SCUD BUSTER

1. Radar Sites

Target: RS-152A Radar (Armor: 100)

- There are three Radars in this Campaign instead of two, and two of them are guarded by dangerous Rapiers. The “middle” Radar on the Map Screen reveals an Ammo Crate when you destroy it.

2. Jail Break

Target: Jails (Armor: 150)

- Each jail is located in the middle of a town. Before (and after) busting open the jail, shoot the buildings in the towns to find hidden Special Items.
- When you blow open a jail, ZSUs roll onto the scene. Concentrate on destroying them, then go after the prisoners you freed. Each jail holds four prisoners, and the maximum capacity of the Apache is six, so drop off the rescued men after each jail break.

3. Power Station

Target: 100-Megawatt Power Station (Armor: 400)

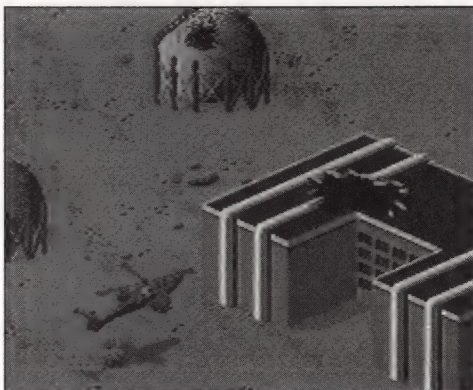
- This Power Station is more heavily guarded than the one in Campaign 1. Several of the soldiers surrounding the Station have missile launchers. There’s also a soldier on top of the Station who doesn’t stop shooting until the Station is blown up. Once you destroy the Station, you’ll uncover an Armor Repair unit.

4. Chemical Weapons

Target: Chemical Weapons Plant (Armor: 300)

- You have to destroy four structures in this mission; the Chemical Weapons Plant and the three silos next to it. When you smoke all four buildings, you've accomplished the mission.

The Chemical Plant after blowing up real good.



5. Scud Launchers

Target: Scud Launchers (Armor: 200)

- There are six hidden Scud missile launchers in the desert. Every time you capture a Scud Commander, you reveal the location of one Scud Launcher. Find and destroy five of the six launchers or you fail the mission (and the Campaign). Some of the Scud Commanders are well guarded, while others are all but defenseless.



Shoot two Hellfires or four Hydras to destroy the Scud Launcher.

- The same applies to the Scud Launchers: some have heavy defenses, while others are all alone. Use two Hellfires (or a Hellfire and four rapidly fired Hydras) to destroy each Launcher. If a Launcher manages to get off its missile, you won't fail the mission, but you'll lose points.

6. POW Camp

Target: POW Buildings (Armor: 100)

- The POW Camp is surrounded by several guard towers which can be easily taken out with the Chain Gun. You can also use a few Hydras to speed up the job, since this is the last mission.



This not-so-dramatic cut-scene shows a POW flapping his arms in the air.

- When you destroy the first POW building, the game switches to a “cut-scene” showing a close-up of the destruction. When the cut-scene ends, scoop up the POWs and drop them off at the nearby Landing Zone. If you have the Quick Ladder, you can pick up the POWs much faster.

- Every time you blow up a POW building, a ZSU arrives at the Camp. Take care of the ZSUs immediately. Don't try to pick up POWs while



ZSUs arrive on the scene after you blow open a POW building.

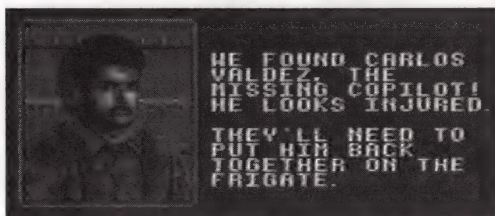
dodging the ZSU fire, because it can't be done. You'll just lose lots of Armor points, and possibly kill a POW if you're shot down and crash onto him.

- The Apache can only carry six people at a time, so drop off each group of four POWs after you pick them up. Don't try to open up all of the POW buildings at once, or you'll just call more ZSUs onto the scene, which makes your job all but impossible. When you've rescued 14 of the 16 POWs, you've completed the final mission. Return to the frigate to wrap up the second Campaign.

MISCELLANEOUS OBJECTIVES

Downed F-15

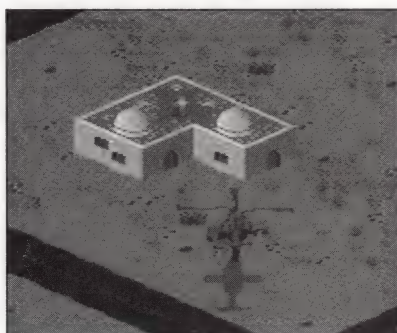
- Remember the F-15 that crashed in Campaign 1? There's another one in Campaign 2. You'll find it in the northeast corner of the Map (north of the POW Camp). The pilot of the plane is none other than Jake Valdez. When you complete the Campaign and return to the frigate, Jake becomes available for the third Campaign.



Jake Valdez is an ace copilot. Rescue him in the second Campaign.

Flashing Buildings

- When you see a flashing building, shoot it! These buildings have MIA soldiers



This is the one flashing building you shouldn't shoot.

inside. There's one flashing building you should *not* shoot, and that's the one with the soldier standing on top of it.

CAMPAIGN 3: EMBASSY CITY

1. U.N. Inspectors

Target: U.N Inspectors

- A fairly easy mission. The inspectors are guarded by an AK47 soldier, an Aphid soldier, and a ZSU. Take out the ZSU first, then the soldiers. The inspectors tend to run away, so you should get the Quick Ladder before you start this mission. The Ladder is close to the U.N. building; see The Secrets for its location.

2. Biological Weapons

Target: Biological Weapons Factories (Armor: 200)

- There are eight factories to choose from, but the order you shoot them in doesn't matter. What does matter is how many of them you shoot. The chemist who runs out of the sixth building you destroy knows the location of the ICBMs. Save the seventh and eighth buildings for later. If you're low on Armor, you can return here, blow up the last two buildings, capture the chemists, and drop them off at a Landing Zone.
- The factories are guarded by VDAs, so there isn't much to worry about. In fact, you can sometimes trick the VDAs into shooting at the factories, and save yourself some ammo.

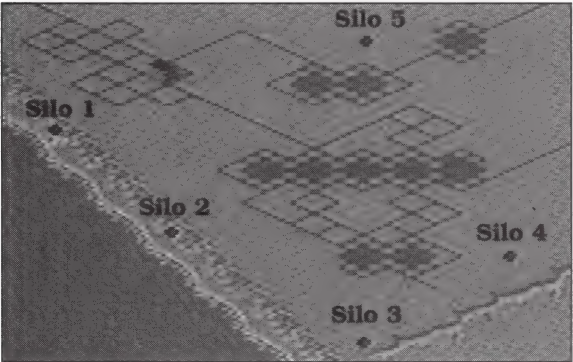
3. Missile Silos

Target: Underground ICBM Missiles

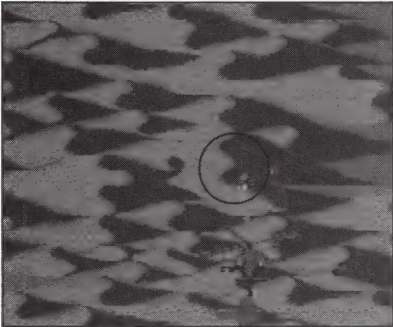
- This mission is a real ammo-muncher. For each missile silo, you have to go through three steps.

1. Blast away the silo cover. Each silo is hidden under a sand dune. Some of

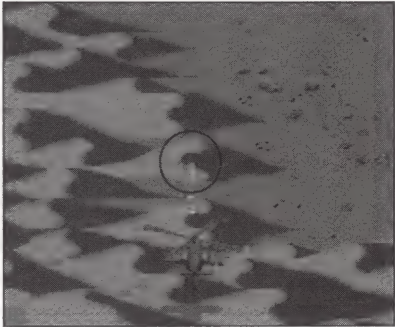
these dunes are easy to spot; others aren't. So that's why we've provided pictures of the location of every silo on the Map.



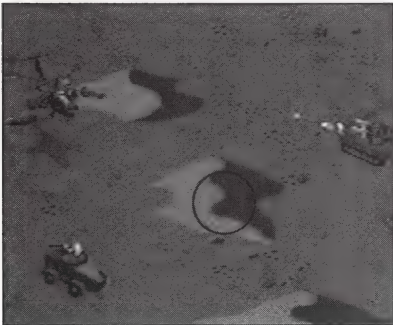
Silo Map



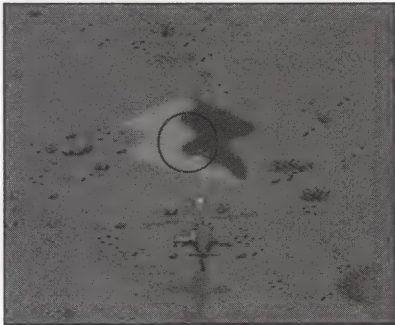
Silo 1



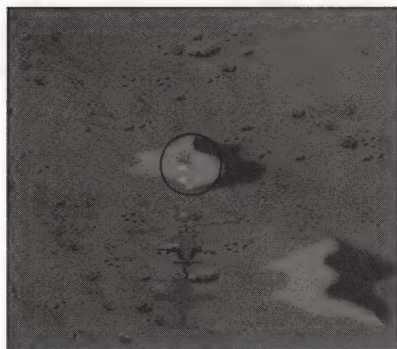
Silo 2



Silo 3



Silo 4



Silo 5

2. Blast away the missile cover. When you first uncover the silo, it's got a "lid." You have to blast away the lid to destroy the missile inside the silo.

3. Blast away the silo itself. Once the lid has disappeared, you can destroy the actual silo.

- Each of the silos is heavily guarded. The silos along the

coast are defended by ZSUs; the inland silos are defended by AAAs, M48s, and Rapiers. Know where to go for Ammo Crates and Armor Repairs. The inland silos are dangerous for another reason; Aphid soldiers are hiding under some of the "false" dunes.

4. Lost at Sea

Target: Pilots Lost at Sea

- Each raft is guarded by two enemy Speedboats. The Speedboats have 200 Armor points, so you'll probably want to use some Hydras and Hellfires against them. This is an easy mission, and since it's over water, you won't lose any Fuel.



Shoot the Speedboats and pick up the pilot.

5. Power Station

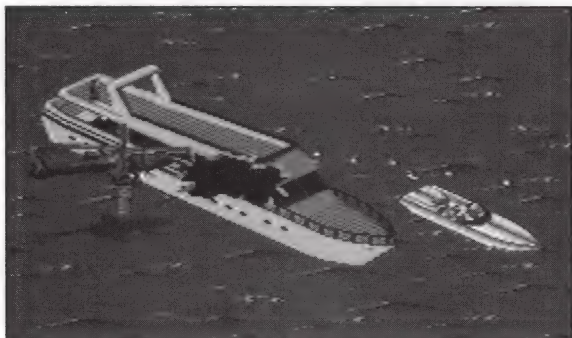
Target: 100 Megawatt Power Station (Armor: 400)

- Too easy. Only three Rapiers are guarding the station. One of the Rapiers is hiding Fuel Drums. When you blow up the station itself, you'll reveal an Armor Repair.

6. Madman's Yacht

Target: Madman's Private Yacht

- Destroy the Speedboat and Hind helicopter guarding the yacht, then shoot the soldiers on top of the yacht. Once you've done this, shoot the yacht itself to blow a hole in the



Mubaba's getting away! Too bad you can't waste him until the final Campaign.

side of the yacht. The first hostage tumbles into the water; at the same time, the madman ditches the yacht in his own private speedboat. You can't destroy the madman's boat, so don't waste your ammo.

- Pluck each hostage out of the water and use your weapons to fight off the Speedboats and soldiers that keep popping up to attack you. When the Apache is filled up with six hostages, make a run to the Landing Zone and drop them off. Come back to the yacht to rescue the remaining hostages (at least one of them will probably drown).

7. Enemy Ambassador

Target: Enemy Ambassador in Hiding

- Destroy the Radar dish below the ambassador's camp to knock out the Danger Zone surrounding the camp, then fly in and kick some butt. There are several buildings (each with 250 Armor) that look like the ambassador's hideout, and you have to destroy them all. The ambassador is inside the last building. Don't shoot the ambassador or you'll be recalled to the frigate and have to start the Campaign over again.

8. Embassy Rescue

Target: American Embassy Building

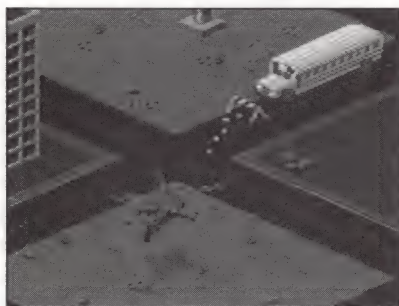
- You have to destroy all of the enemy vehicles surrounding the Embassy before the rescue mission begins. There are several ground vehicles and a Hind helicopter. When the enemy has been wiped out, hover above the X on the Embassy grounds to drop off your copilot.



The Embassy Rescue mission is the hardest in the game.

- While you're on the ground, an enemy Hind arrives on the scene. Fly away from the Embassy, then come back and pick off the Hind from long range. Your copilot will appear and guide the Embassy officials into the bus.
- Your next task is to escort the bus as it drives to the southeast corner of the Map Screen. If you hover over the bus, or fly off the screen, the bus stops until you return to your escort role. If you're shot down and crash into the bus, you'll have to start the Campaign over (in which case you

should reset the Genesis and enter your password, since your copilot Jake is dead).



There are several obstacles in the bus's way: roadblocks . . .

behind and fly to an Ammo Crate. As long as you can remember where you left the bus, you'll be okay. Use the Map Screen to determine the location of the bus before you leave it.

- At one point along the route, the bus is blocked by an EANN news truck. It's okay to blow away the truck, even though it's not an enemy vehicle.



And a huge canyon in the desert.

- There are no major obstacles at first, just a few stray soldiers and roadblocks that you have to shoot out of the way of the bus. As you get closer to the southeast corner, the enemy forces become stronger. Soon, you'll have to blast through ZSUs and Rapiers.

- If you run low on ammunition, leave the bus behind and fly to an Ammo Crate.



An EANN news truck . . .

- When the bus pulls into the desert for the final leg of the journey, you'll encounter nasty M48s. Destroy them with Hellfires. When the bus comes to the bridge,

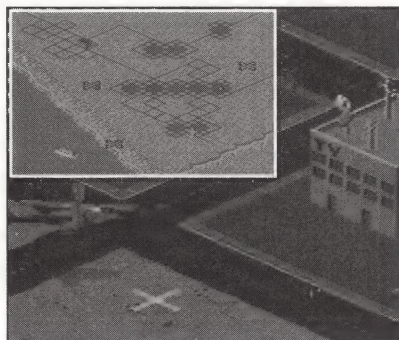
blast it and it'll drop over the canyon. When the bus reaches its destination, pick up your copilot and fly back to the frigate. Three Campaigns down, one to go!

MISCELLANEOUS OBJECTIVES

EANN Crew



Here's where you pick up the EANN news crew...

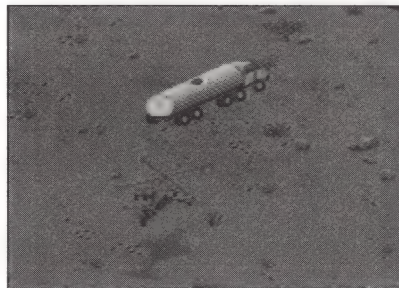


And here's where you drop them off for bonus points.

- Two reporters from EANN are stranded at a point on the Map Screen. Pick them up and take them to the EANN building. The reporters only leave the Apache when you land in front of EANN, so if you can't find the building, you'll have two guys taking up valuable passenger space in the Apache.

Fuel Trucks

- There are two fuel trucks in the Campaign. The first is located in the northwest corner of the map (to the left of the Biological Weapons Factories). The second is located in the southeast corner. Blow the trucks up to reveal Fuel Drums.



*This is a fuel truck.
Any questions?*

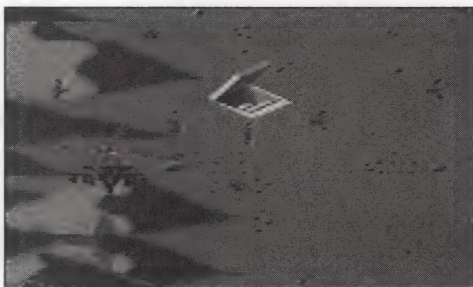
CAMPAIGN 4: NUCLEAR STORM

1. Oil Fields

Target: ZSUs Surrounding Oil Fields

- This is practically three missions in one. You have to find the hidden commando bunker, then destroy all of the ZSUs, then find the drop-off point in the middle of the oil tanks.

- Search along the coastline to find the commando bunker. Fly above the ocean to conserve fuel, and be sure to pick up all six of the commandos.



The commando bunker is placed along the coastline.

- Once you have the commandos, fly to each of the red dots on the Map Screen; these are the ZSUs. Don't hover near the oil tanks, or the ZSUs will try to blow them up. If four tanks are destroyed, the Campaign will be aborted and you'll have to start over.

- While you're flying around the oil tanks, be sure to pick up the Quick Ladder. You'll probably find it while flying around to attack the ZSUs, but if you don't, check out The Secrets.



Don't let the enemy ZSUs shoot at the oil tanks!

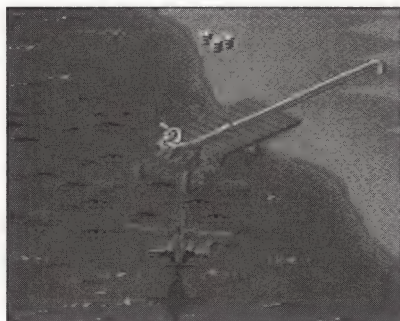
- When you've destroyed most (but not all) of the ZSUs, the commando drop-off point will appear on the Map Screen as a red dot. Finish off the ZSUs, or fly to the drop-off point if your Armor is low. When the commandos have been dropped off and all the ZSUs are destroyed, the mission is complete.

2. Oil Spills

Target: Three Oil Pipes



Oil-spewing, ecology-destroying pipe before being shot . . .



And after.

- There are three pipes along the coastline spilling oil into the Gulf. First, destroy the weapons guarding each pipe (attack the weapons from the left side, over the ocean; this way, you can blow 'em away before they can react), then shoot at the weak point of the pipe. The weak point is near the end of the pipe; just use the Chain Gun and you'll find it easily enough. Blast the weak point until the pipe blows up and the oil stops flowing.

3. Bomb Shelters

Target: Reinforced Bomb Shelters (Armor: 200)

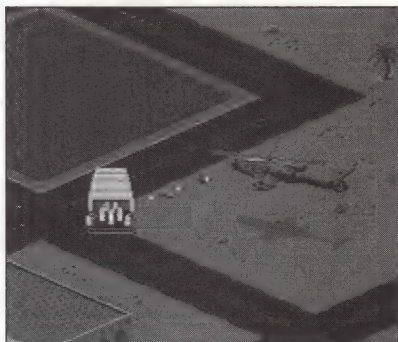
- There are four shelters, each one holding four civilians. You have to rescue at least 15 of the 16 civilians to complete the mission.
- Three of the shelters are guarded by ZSUs buried turret-deep in the sand; the fourth shelter is guarded by a Crotale. You have to destroy the sandy covering before you can destroy the tank underneath. A sneaky method of attack is highly recommended. Two ZSUs are dangerous, and even more dangerous when they're stuck in the sand and (temporarily) invulnerable to attack.

- Once a shelter's defense is destroyed, use the Chain Gun on the stairs of the shelter until it blows up. Snatch the four prisoners and fly to the nearest Landing Zone.

4. Bomb Parts

Target: Trucks (Armor: 100)

- To find the trucks, search the roads on the eastern side of the Map Screen. Some of the trucks have hostages inside, so don't shoot a truck on sight. Wait until the truck is driving north, northeast or northwest so you can look into the back of the truck and determine whether or not the truck is carrying bomb parts.



This truck carries bomb parts, but others carry hostages.

5. Nuclear Weapons

Target: Nuclear Weapons Plant (Armor: 500)

- Before you hit the Plant, you've got to hit the two Radars surrounding it. Both of them are weakly defended, so you shouldn't have any trouble.
- You'll definitely have trouble at the Plant itself, which is guarded by five rock-hard Crotales. Let fly with Hellfires and know the location of nearby Ammo Crates.
- You've got to destroy the two cooling towers next to the plant, and you also have to capture the nuclear scientist that scampers out of the building next to the Plant. Without him, you can't begin the sixth mission.
- Finally, be sure to shoot the silo on the left side of the Plant. It contains an Armor Repair unit.

6. Power Station

Target: 100-Megawatt Power Station (Armor: 400)

- Four M48s surround the Power Station. If you can sneak up on and destroy one of the M48s, you should be able to take out the others without putting yourself in danger. When you blow up the Station, you'll find an Armor Repair. One of the M48s gives up an Ammo Crate after you destroy it.

7. Presidential Palace

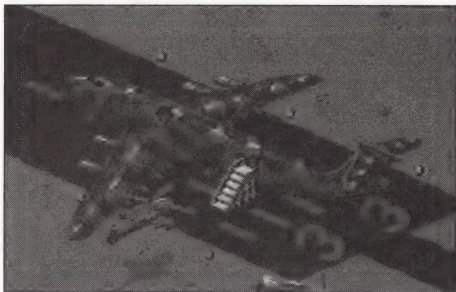
Target: Madman's Presidential Palace (Armor: 1000)

- The Palace is *very* heavily defended (no duh), so you'll go through two or three Ammo Crates blasting your way through. Don't be afraid to run, but don't be afraid to shoot, either, 'cause it's hard to build up your Armor at this point. A few of the buildings around the Palace hide power-ups.
- When you blow away the Palace, a white X appears on the landing pad. Drop off your copilot and he runs inside to capture General Mubaba, but the doofus gets captured himself. Time for the final mission!

8. Bomber Plane

Target: Bomber Plane (Armor: 3000)

- Before you do anything, pick up an Ammo Crate and Fuel Tanks. You'll need some major firepower for this mission.
- Fly to the bomber and you'll see Mubaba's APC. Let Mubaba run onto the plane with your copilot, then shoot the plane until you blow a hole in its side. Stop shooting and let your copilot run out onto the wing, then pick him up. When you do this, a soldier runs



*Blow a hole in the Bomber Plane
and pick up your copilot...*

out of the APC; shoot him and the bomber starts rolling down the runway.

- Hover on the left side of the bomber, just behind it, and fire the Chain Gun as rapidly as possible. While firing the gun, use all of your Hellfires and Hydras. There's an Ammo Crate near the runway, but you may not have the time to pick it up! As long as you've got a healthy amount of ammo, you'll destroy the bomber and complete the final mission. Return to the frigate and watch the killer ending sequence.



Then let loose with missiles as the Plane rolls down the runway.

THE SECRETS

Passwords

Use these passwords to start with Campaigns 2, 3 or 4. The passwords for Campaigns 3 and 4 allow you to choose Jake as your copilot.

Campaign 2: **8ZLJH2M**

Campaign 3: **B3LLRJ8**

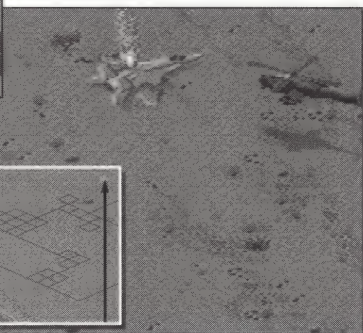
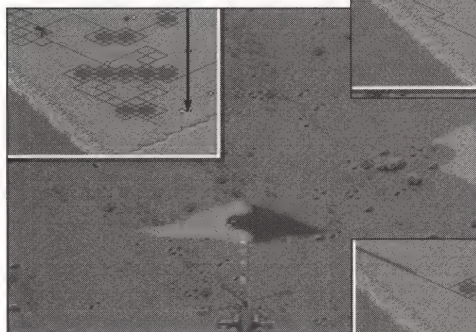
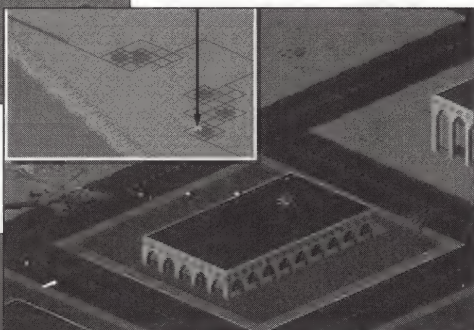
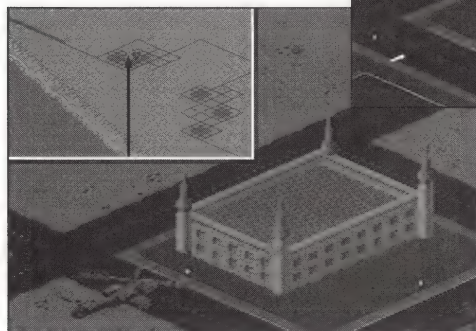
Campaign 4: **4RJBFB8R**

Extra Lives and Quick Ladders

The following pictures show the locations of the Extra Life Units and Quick Ladders in each Campaign. (The fourth Campaign has two Extra Lives.) The smaller picture-in-picture shows the location on the Map Screen; the larger picture shows the building to destroy.



Extra Life

Extra Life
(Campaign #2)Extra Life
(Campaign #3)Extra Life 1
(Campaign #4)

Extra Life 2 (Campaign #4)



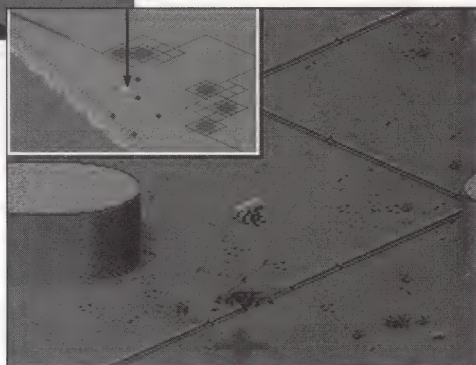
Quick Ladder
(Campaign #1)



Quick Ladder
(Campaign #2)



Quick Ladder
(Campaign #3)



Quick Ladder
(Campaign #4)

CHAPTER

4

F-1 ROC

by Seta



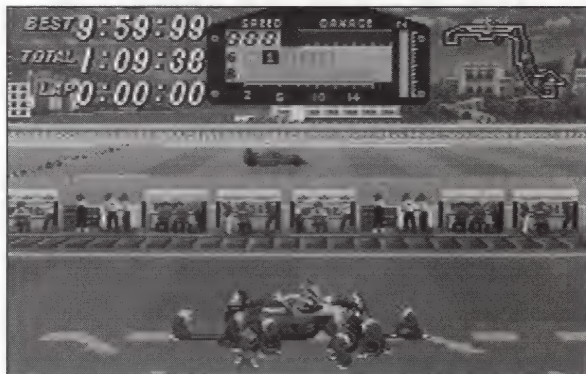
Game Type	Sports
Difficulty	Average
Players	1
Game Save	Battery

INTRODUCTION

The thrills of Formula One racing come to the Super NES with F-1 ROC. Seta's effective use of Mode 7 graphic effects give F-1 ROC the same "feel" of speed as Nintendo of America Inc.'s F-Zero and Super Mario Kart. Train on one of sixteen different tracks, or enter the Grand Prix and try to win it all!

STRATEGY SESSION

General Strategies



*If you're way ahead (or behind),
pull into the pits for free repairs.*

- It costs a lot of money to repair serious damage after a race is over. If you've taken lots of damage during a race, and you're a few seconds ahead of the pack (or so far back that there's no chance of winning), pull into the Pit Zone and get your car repaired for free.
- Buy new tires for each race. If the weather report predicts rain, then you should buy the Rain Slicks.
- When you finish the first season, you'll get an evaluation of how many circuit points you earned in each race. Then, you'll begin the second season with all the money you've earned during the first season and with the same built-up car. Since your car is so much better than it was during the first season, and since your driving skills have (hopefully) improved, you'll smash your first season records with ease.
- Here are two car setups for fast courses (few curves) and slow courses (lots of curves). Try 'em out!

Fast Course Setup

Chassis	Type 1
Transmission	6-Speed (\$3,500)
Brake	Carbon (\$1,500)
Suspension	Hard (\$500)
Diffuser	Small (\$1,000)
Front Wing	Low D.F. (\$1,000)
Rear Wing	Low D.F. (\$1,000)
Tire	High Grip (\$200)
Engine	Renart V10 (\$10,000)

Slow Course Setup

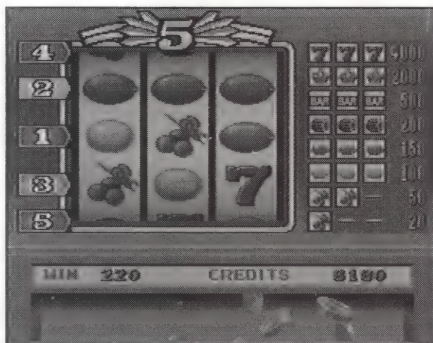
Chassis	Type 1
Transmission	6-Speed (\$3,500)
Brake	Carbon (\$1,500)
Suspension	Hard (\$500)
Diffuser	Large (\$1,000)
Front Wing	High D.F. (\$4,000)
Rear Wing	High D.F. (\$7,000)
Tire	Special (\$350)
Engine	Ilmoa V10 (\$7,000)

THE SECRETS

Casino

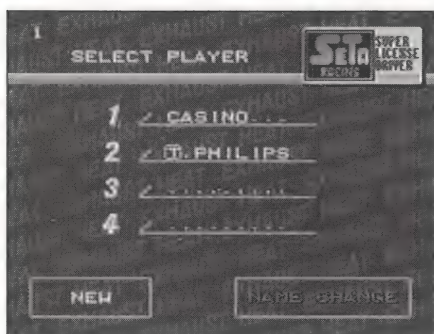
In the F-1 ROC manual, there's a crossword puzzle that, when solved, gives you a password to enter the Seta Casino and play a slot machine to win extra fundage. The problem with the crossword is that unless you're intimately familiar with Seta's other games (and hey, aren't we all?), you don't have a chance of solving it. So here's the casino password: CASINO. (Yep, CASINO. The simplest password since ZELDA in The Legend of Zelda.)

This password won't take you to the Casino immediately; you have to play through the Grand Prix until you reach Monaco (which is the 15th course in the 16-course season). When you finally do get to play the slot machine, press A to choose your rows and B to spin.



Playing the slots in Monaco.

Change Your Opponent's Names



Use the name-change trick to give your opponents a personal touch.

At the player selection screen, choose the Name Change option, then select one of the player's names to edit. Press Down on Controller 2 and the name T.PHILIPS appears in Player 1's slot. A number appears in the upper-left corner to show which computer player's name you're currently editing.

Change T.PHILIPS with

Controller 1. Once your new name is in, press Down on Controller 2 again to call up the next name on the list. Repeat until you've changed all of your opponent's names, then press START to begin the game.

Extra Money

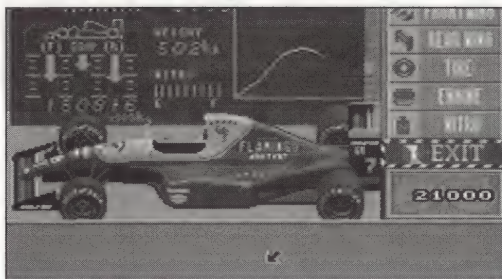
Enter SETAUSA as your name on the player selection screen and press START. Begin a Grand Prix season and you'll have \$10,000.

Maintenance Screen Pointer

On the maintenance screen, use Controller 2 to move a small pointer around the screen.

Secret Course

Choose the Training option from the Config screen, then choose the Monaco track. Make all of the changes you want to make to your car,



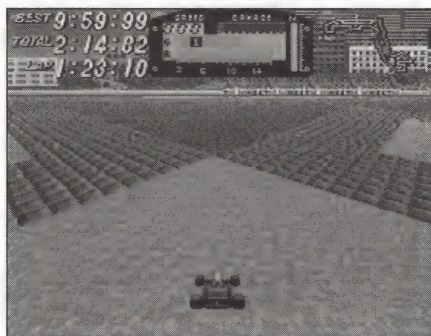
*The maintenance screen pointer.
Useless, but interesting.*



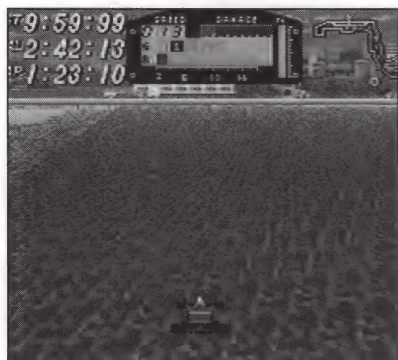
*Okay, look closely at the woman
on the right. Julia Roberts?*

Accelerate to top speed and head toward the water. If you squeeze through the barriers, you'll end up driving on the water! Head toward the bottom of the area (use

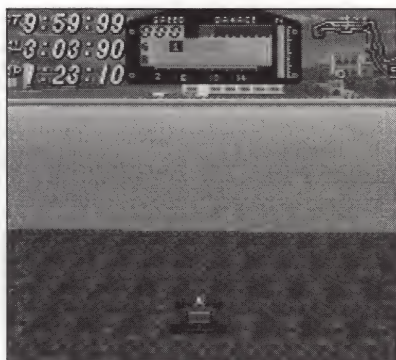
*Drive toward the water
between the barriers...*



then start the race. (By the way, we'll bet you money that the trainer is a digitized picture of Julia Roberts.) During the race, look for a point on the course where two gray barriers connect with each other at a ninety-degree angle, leaving a spot where the green field touches the water.



*And you'll end up on the water.
Head south until you find...*



The hidden track. Cool!

the radar in the upper-right corner to make sure you're headed south). You'll eventually find a large green field. Drive onto the field and you'll find an entirely new course that can't be seen on the radar.

Sound Test

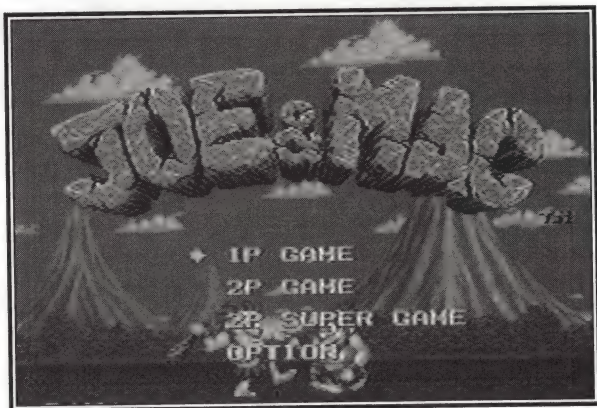
Enter SOUND as your name on the player selection screen and press START. A music option appears. Use the control pad to change the musical selection and press A, B, X or Y to hear the selection.

CHAPTER

5

Joe and Mac

by Data East



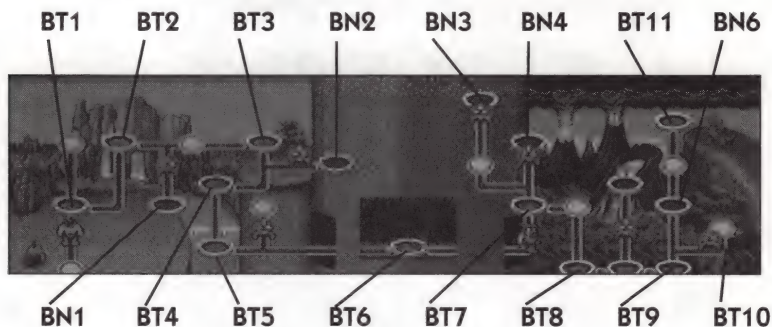
Game Type	Arcade
Difficulty	Average
Players	1-2 (Simultaneous)
Game Save	None

INTRODUCTION

Joe and Mac is a Super NES conversion of Caveman Ninjas, a fairly obscure coin-op arcade game. You're Joe (and Mac in a two-player game), and your goal is to rescue a bunch of cave babes from a batch of nasty cavemen (and beat a bevy of Bosses in the process). Grab your club—er, controller—and join the fun!

STRATEGY SESSION

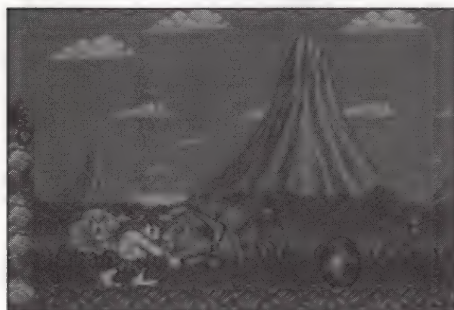
General Strategies



- The handy composite map above is labeled to indicate the various Battle Stages (BT) and Bonus Stages (BN). You need Keys to unlock the Evil Gates blocking access to the Bonus Stages.

Battle Stage 1

- To get the Boomerang at the start of the level, use a Pterodactyl, or your fellow cave dude in two-player mode, to jump up to it.



Kill all enemies on the screen before opening the Red Egg.

- When you find the Red Egg, kill all of the enemies on the screen, then crack it open and a pink Pterodactyl carries you to Hidden Stage 1. In this Stage, you'll find three Steaks, a 1-Up, and a Key.

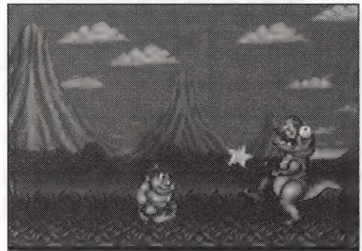
- There's a Fire weapon about halfway through the Stage, above a group of narrow ledges. Jump up to the weapon by bouncing off a purple Pterodactyl.



This sleeping Tyrannosaurus won't wake up until...

- After you walk over the snoozing Tyrannosaurus Rex, smack the baby Rex for a Large Steak.

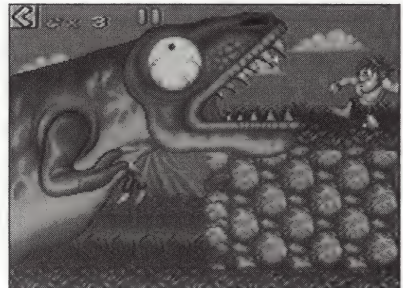
- When you reach the end of the Stage, the sleeping Tyrannosaurus Rex roars awake and attacks you. Stand on the far left side of the ledge and toss your weapons at her. Standing on the left side of the ledge keeps you safe from the cavemen



You turn its baby into a Large Steak.



Stand on the left side of the ledge to avoid the cavemen...



Then move to the right when the Tyrannosaurus lunges.

that spin out of the Rex's mouth, as well as the Rex's lashing tail. When the Rex lunges at you, jump to the right, then resume attacking when she moves back to the left.

Battle Stage 2

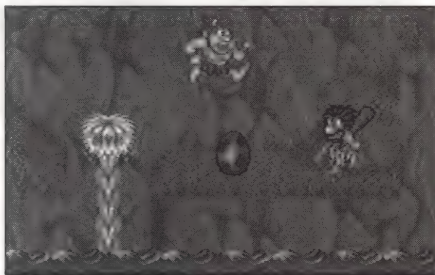
- Collect the Fire weapon at the beginning of the Stage and save it for the Boss.

- A Pterodactyl flies over the bridge carrying an Egg with an item inside. Hit the Pterodactyl when it's flying over solid ground, then crack open the Egg for the item.

- When you find the Red Egg, move to the right until the water spout scrolls totally off the screen, then crack it open to go to Hidden Stage 2. In this Stage, you'll find a Key.

- Electric Fish jump out of the water between some of the ledges. Hit them once and they won't regenerate to attack again.

- Near the end of the Stage, you'll encounter smaller versions of the Caveman-Eating Plant. Hit them before they spit any seeds at you.



Move right until the spout is off the screen before opening the Red Egg.

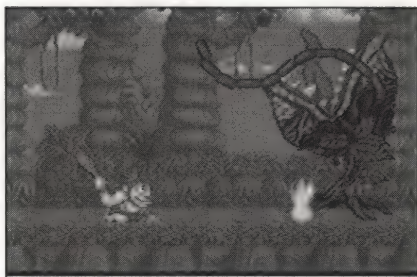


Use a short jump to hop underneath the boulder.

- Watch for the caveman near the top of the screen, ready to roll a large boulder down on your Cro-Magnon cerebrum. Use a short jump to get underneath the caveman and avoid the boulder.

- There are several ways to beat the Caveman-Eating Plant. Stay at the left side of the screen, tossing your

weapon and avoiding the Boss's vine. Or run to the far right side of the screen when the Boss is stunned and attack it from there (it won't be able to hurt you). Or, if you have the Fire weapon, squat down near the middle of the screen and keep shooting until the Boss croaks.



One of several ways to beat the boss: use the Fire weapon.

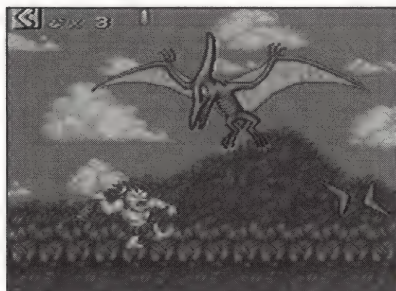
Battle Stage 3



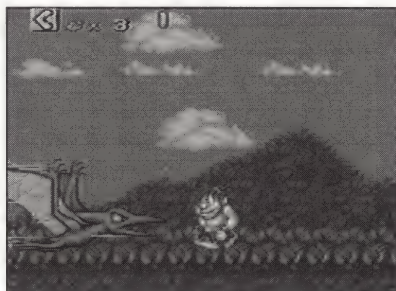
You'll find a 1-Up and Small Drumstick on this ledge.

- This is a short Stage with an interesting (and secret) reward. If you eliminate all of the Pterodactyls and beehives before you reach the wooden ledge on the left side of the screen, you'll find a 1-Up and a Small Drumstick on the ledge.

• To fight the Pooteranodon, stay on the ground and fire your weapon upward. Aim for the



Fire your weapon straight up at the Pooteranodon...

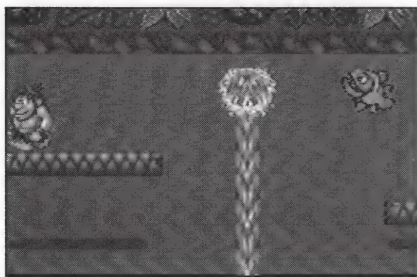


Then leap over it as it swoops across the screen.

smaller Pterodactyls that hatch “on the fly.” Jump over the Pooteranodon when it swoops across the bottom of the screen.

Battle Stage 4

- Stay on the higher ledges in this automatically-scrolling Stage and you can avoid (or attack) the Piranhas more easily.



A tough jump. Get rid of the Piranhas before you attempt it.

- In the middle of the Stage, you'll have to jump from platform to water spout to platform. Eliminate as many Piranhas as you can before you attempt the jump.

- You'll find a Red Egg about three-fourths of the way through the Stage. Get rid of all enemies on the screen, then crack open

the Egg to go to Hidden Stage 3. In this Stage, you'll find two 1-Ups and a Key.

- There are two ways to defeat the Fishosauruses at the end of the Stage: sloppy-but-effective or perfect-a-mundo. You need a full Energy Gauge for the sloppy method; move onto the far left side of the screen, turn right, and keep shooting. The Fishosauruses will get in a few hits, but you'll defeat them first.

- If you want to use the perfect-a-mundo method, stay in the middle of the screen and attack from there, moving to either side to avoid the Fishosauruses as they leap out of the water.



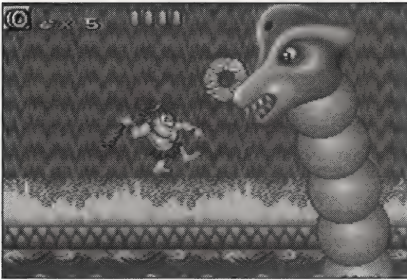
The flying Fishosauruses!

Battle Stage 5

- Keep moving to avoid the falling rocks. There's no "safe spot" on the screen, but if you stay in motion, you should get through with minimal damage.
- The Ultrasaurus waits for you at the end (or is that the bottom?) of the



Keep moving to avoid the falling rocks.



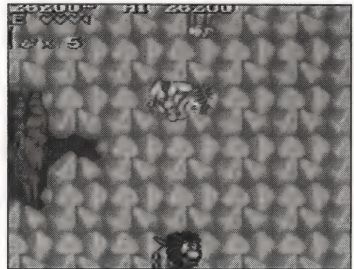
The Stone Wheel is devastating against the Ultrasaurus.

Stage. If you've got the Stone Wheel, you can defeat this Boss in record time; just move into the middle of the screen and attack the Ultrasaurus from the moment it rises above the water. Watch out, 'cause the Ultrasaurus can devour your projectiles and spit them back at you!

If the Ultrasaurus dips back down into the water, watch out for its fish-spitting attack.

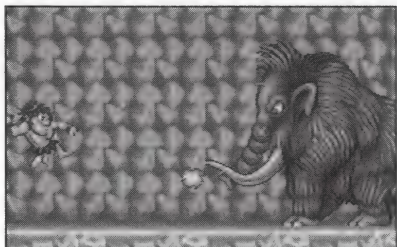
Battle Stage 6

- Use Stone Wheels to take out the rock-throwing cavemen near the beginning of the Stage.
- After dropping through a narrow passage lined with spikes, you'll find an Egg. Crack the Egg and you'll find a 1-Up high in the air about one screen

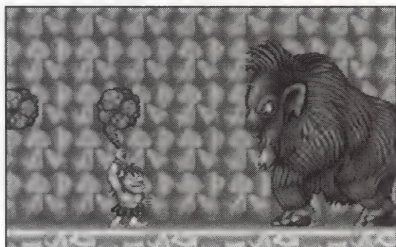


Bounce off the caveman to get the 1-Up.

afterward. Stand on one of the cavemen and jump to get the 1-Up.



At first, attack the Mammoth from the far left.



When the rocks start falling, move between them.

- The Mammoth is the hairy Boss. Stand on the far left side of the screen and attack with Boomerangs or Stone Wheels. After you do some damage, rocks start falling from the top of the screen; move between the rocks (or hit them before they hit you) and keep pumping weapons into the Mammoth until it goes extinct.

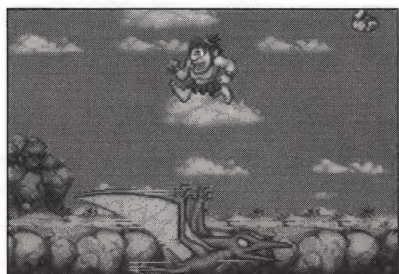
Battle Stage 7

- Use the Stone Wheel on the rolling stones coming down the slopes at the beginning of the Stage.
- Halfway through the Stage, watch out for the caveman perched and waiting behind a giant boulder. Get out of the way by moving underneath the caveman.

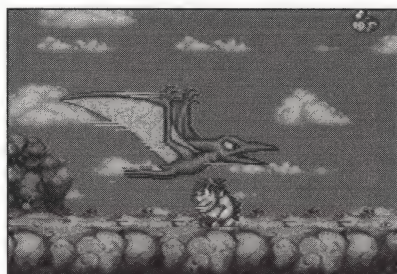


Stone vs. stone: hit the rolling stones with Stone Wheels.

- If you don't have a weapon when you reach the end of the Stage, jump up and grab the Bone.
- The Boss of this Stage is a stronger version of the Pooteranodon from Battle Stage 3. This time around, the Pooter attacks without the aid of smaller Pterodactyls; it just swoops in the air and attacks. Use the Boomerang or Stone Wheel to attack for best results.



The new, improved Pooter forces you to jump...

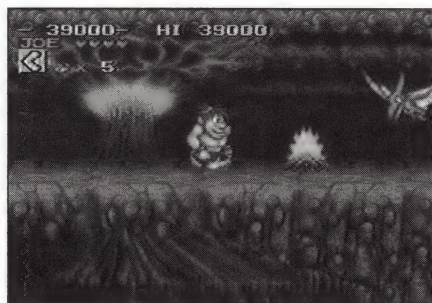


And to duck.

- When the Pooter swoops across the screen, it flies at the bottom of the screen twice, then in the middle of the screen twice. Jump over it when it's at the bottom of the screen, then duck down when it's in the middle of the screen.

Battle Stage 8

- Joe and Mac good; fire bad! Jump over the li'l fires strewn about the Stage.
- When you encounter the large boulders, use the Stone Wheel to eliminate them quickly.



Joe knows the secret of fire: jump over it!

- When you find the Red Egg, stand on the left side of the ledge and defeat the two baby dinosaurs, then crack the Egg open to go to Hidden Stage 4. In this Stage, you'll find a Stone Wheel power-up and a Key.
- There's a 1-Up near the end of the Stage, just before the Boss battle. You can max out your lives with this 1-Up by using a simple trick. See The Secrets for more info.



Stand in the middle of the screen and attack the boss.



Stay in the middle to avoid the cavemen.

- The Boss is a nasty beast with the head of the Tyrannosaurus Rex and the neck of the Ultrasauros. (Clever way to re-use graphics, don'cha think?) Stand in the middle of the screen, facing left, and toss your weapon upward to strike the Boss in the head. When the Boss lowers its head to the ground, jump into the air, because it sometimes spits a boulder at you. After you've done a lot of damage, the Boss stops lowering to the ground and starts spitting cavemen at you. Remain in the middle of the screen and shoot your Wheels upward until you fossilize this freak.

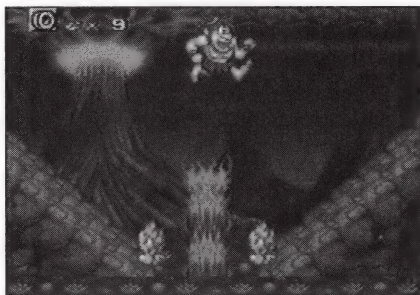
Battle Stage 9

- Stay as far to the left as possible and crack open the Red Egg at the beginning of the Stage to go to Hidden Stage 5. In this Stage, you'll find three 1-Ups and a Key.

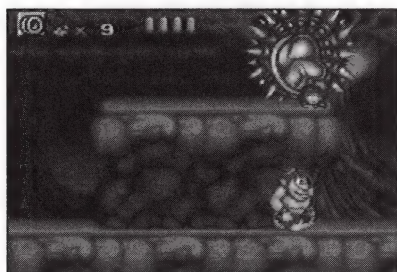
- You can defeat the baby Tyrannosaurs with a few weapon hits, or jump over them and avoid them entirely. It never hurts to get rid of them, though, since you get Large Steaks in the process.

- There are two Fire power-up places next to a pillar of flame. If you want Fire in your attack arsenal, don't go for the power-up on the left; take the one on the right instead.

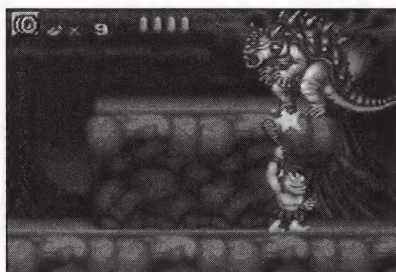
- And while we're talking about twosomes, don't crack open the pair of Eggs you'll find shortly after the Fire power-ups. If you do, you'll release a couple of aggressive Pterodactyls.



Don't take the Fire power-up on the left or you'll get burned.



Wait for the Ankylosaurus to uncurl . . .

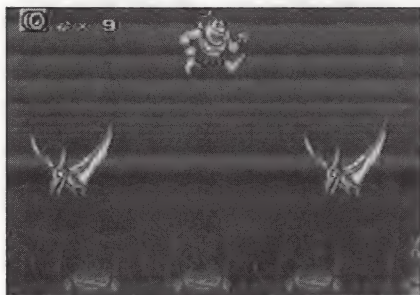


Then whack him repeatedly with your weapon.

- The Boss is a spiky Ankylosaurus that can only be damaged when it stops rolling around the screen. Avoid the Boss as it rolls around, and strike when it uncurls. (Stay underneath it when it's rolling on the high ledge, so you can hit him from below if it uncurls.) If the Boss rolls off the screen, move away from the middle, because that's where it drops back onto the screen.

Battle Stage 10

- There's a 1-Up in this Stage that's just to the left of a Red Egg. If you want the 1-Up, jump onto the yellow Pterodactyl and it carries you into the 1-Up. Be sure to jump off before it dives!
- Once you've collected the 1-Up, open the Red Egg to go to Hidden Stage 6 (the final Hidden Stage). In this Stage, you'll find every type of weapon power-up and a Key.



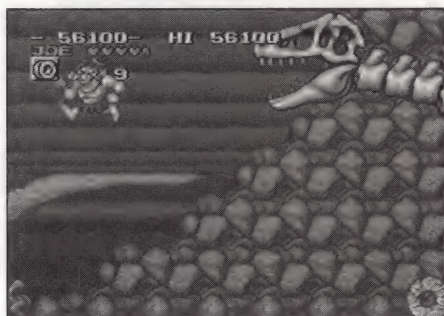
Pterodactyl-leaping: a great prehistoric aerobic exercise.

- There are two ways to jump across the large gap in the middle of the Stage; on the backs of the Pterodactyls or on the teeny-weeny ledges at the bottom of the screen.
- Near the end of the Stage, there's a Large Steak placed teasingly out of reach on a high ledge, next to a rock-throwing

caveman. Use the rock (or the caveman after he jumps to the ground) to jump up to the Steak.

- The Boss is a Bone-asaurus. (Yeah, that's a dorky name, but we didn't come up with it, we swear.) Stay on the left side of the screen and attack from there.

Stay on the left to attack the Boneasaurus.





Jump right to get over the Boneasaurus head.

• When the Boneasaurus's head hits the ground, get ready to jump to the right as it flies at you. Stay on the ground until the head reattaches itself.

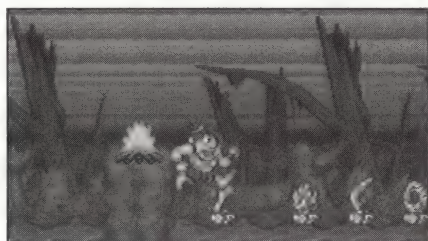
Battle Stage 11

• There's a bitchin' row of weapon power-ups at the beginning of the Stage. Grab 'em!

• There's a baby Tyrannosaurus next to a high ledge with a Large Steak atop it. Don't bother trying to get the Steak on the ledge; just eliminate the Tyrannosaurus for an easy-to-grab Steak.

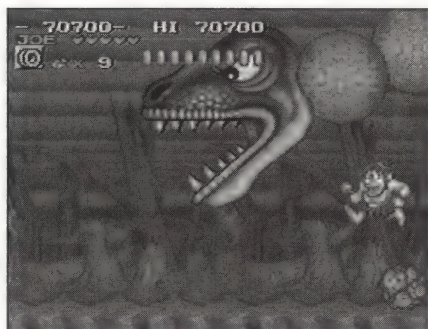
• Use the purple Pterodactyls to jump over the lava near the end of the Stage.

• The Boss can crush you wherever you stand on the screen, so don't bother looking for a safe spot. Use the Stone Wheel to attack and stay near



Battle Stage 11 is stocked with power-ups.

The end boss is one tough carnivore. Use Stone Wheels.



the middle of the screen, running to the left when the Boss's head crashes down to the ground. If the Boss spits out a rock, run to the far right side of the screen and leap over it.

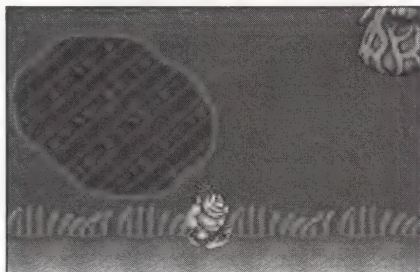
Battle Stage 12

- The Stone Wheel is the weapon of choice for this Stage. It rolls ahead of you and eliminates some of the cavemen before they even get close.

- When a large boulder drops from the top of the screen, run to the right until a large heart appears in the upper-right corner of the screen (gross!). Time to fight the final Boss!

- Actually, at first, you won't fight the Boss; you'll fight the Caveman-Eating plants that he sends after you. Use the Stone Wheel to knock them away from you.

- When the Boss reappears on the screen, jump up and hit him from below with the Stone Wheel. Keep whacking away until he starts cloning himself and dropping fake Macs down at you. Hit the fake Macs with a few club blows to get rid of them easily.



Who says the final boss is heartless? (Sorry, awful joke.)



Shoot Stone Wheels at the Caveman-Eating Plants.

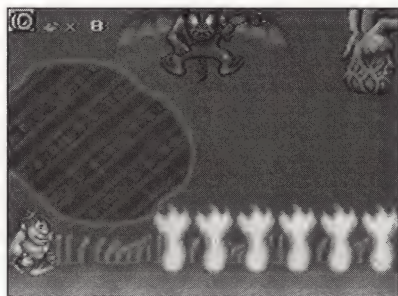


A few club blows will eliminate the fake Mac.

- Keep attacking him as he drops the fake Macs and he'll eventually fall to the ground. Don't be fooled! The cave babe that runs onto the screen to smooch you is actually the Boss. He'll change color from red to blue and start using two new attacks.



The fire rings are hard to avoid...



But the flames aren't.

- When he flies to the top and center of the screen, he's about to use his first new attack and spit out fire. Jump into the air when the flames erupt from the ground. The Boss's second new attack is a group of three fire rings. Keep attacking with the Wheels until you defeat the Boss once and for all.

Bonus Stage 1

Catch all of the meat and a 1-Up appears. Don't catch it! When it hits the ground, four more 1-Ups appear in the air. Grab 'em!

Bonus Stage 2

Break open one of the Eggs to earn the contents. The Egg on the far right has a 1-Up inside. making it the best choice.

Bonus Stage 3

Break open one of the Eggs to earn the contents. The third Egg from the top has 1-Up inside. Use the Stone Wheel and you can break open two Eggs at once.

Bonus Stage 4

Defeat the four baby Caveman-Eating Plants to rescue a cave babe whose kiss refills your Energy Meter. Hubba hubba!

Bonus Stage 5

Defeat the baby Tyrannosaur to rescue a cave babe whose kiss refills your Energy Meter.

Bonus Stage 6

Catch all of the meat and a 1-Up appears. Don't catch it! When it hits the ground, four more 1-Ups appear in the air. Grab 'em! (Yes, this is exactly the same strategy as Bonus Stage 1.)



Grab the meat, but don't grab the 1-Up.

THE SECRETS**1-Up Trick**

Play through Battle Stage 8 (which has a 1-Up near the end) or Battle Stage 10 (which has a 1-Up near the beginning). Return to the Stage, collect the 1-Up again, then press Start and Select to exit the level. Repeat until you've maxed out your lives.

C H A P T E R

6

Magic Sword

by Capcom



Game Type	Arcade
Difficulty	Average
Players	1
Game Save	None

INTRODUCTION

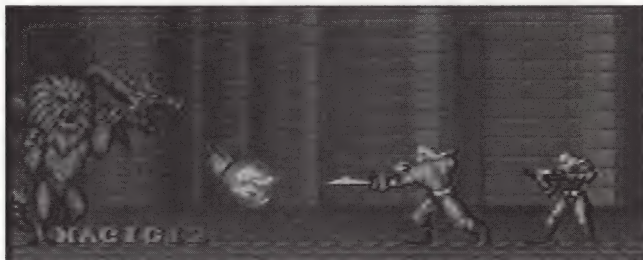
With all the mania surrounding Street Fighter II, another Capcom arcade-to-Super NES conversion practically got lost in the shuffle. Magic Sword is nowhere near as fun as SF II, of course, and it suffers from the occasional slowdown (I thought we had this problem licked by now!), but it's still a very good side-scrolling hack-and-slash adventure game. Guide Mohun the warrior through all 50 floors of Drokmar Keep to destroy the evil Black Orb!

STRATEGY SESSION

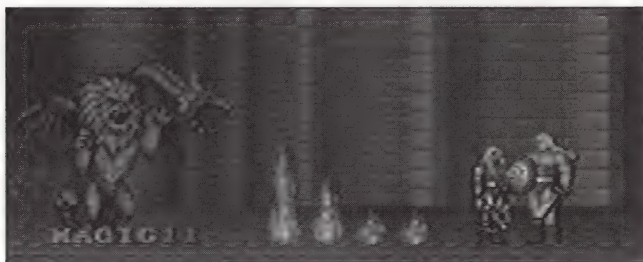
General Strategies

- The contents of a Chest are random, so you might trigger a trap when opening it. Always move away from a Chest after you open it, just in case.
- Some allies are more effective than others in certain floors of the Keep, but you don't have to constantly switch between them. Most of the time, it doesn't particularly matter which ally you have.
- The Thief is a cool ally because he reveals invisible Chests. The only other way you can find the hidden Chests without searching for them is to find the Crystal Ball.

Floor 0



Shoot the Manticore from long range. It's also good to stay far away for another reason . . .



The Manticore's fireball attack.

- The Manticore is the boss at the end of this “floor.” Duck underneath the Manticore when it jumps, or stay far away from it and shoot it from a distance. The Manticore breathes fireballs that spread out when they hit the ground. They don’t spread too far, though, so they can be easily avoided.

Floor 4



Watch the Dragon's head. When it starts to glow, the Dragon is about to attack.

- The best attack strategy against the Dragon is to keep moving away from it! Jump and shoot the Dragon from a distance. Watch the Dragon’s head; when it starts glowing, it’s about to shoot a lightning beam toward the ground. Run away from the Dragon until it stops firing the beam.

Floor 12

- The Manticore on this floor is much the same as the one on Floor 0, although it takes more hits from your sword and will occasionally teleport to the top of the screen. Move underneath the Manticore when it jumps and keep attacking.

Floor 24



These Twin Serpents are identically deadly! Attack the nasty snakes from the ledges.

- The Twin Serpents are nasty beasts! Hit the Serpents in their blue segments to cause damage. Standing on the ledges won't protect you from the Serpents, but it does provide a good place to attack from. There's a hidden chest with a Heart on the right side of the Serpents' chamber.

Floor 29

- There's a Dragon on this floor, but you don't have to fight him. Just keep running to the right until you reach the door.

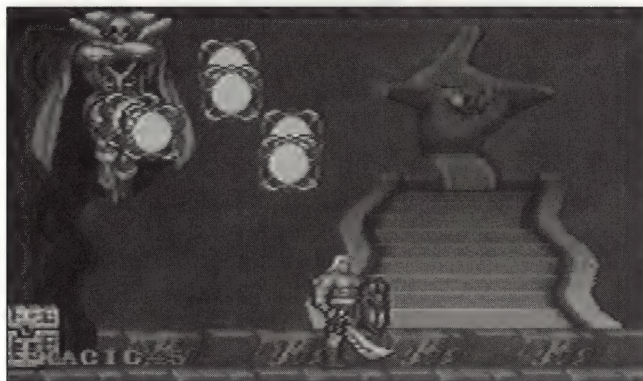
Floor 36

- Another Dragon?! Do you think these bosses are getting just a bit repetitive? Nahhh! Just use the same strategy that you did on Floor 4 (and Floor 29 if you fought the Dragon there).

Floor 49

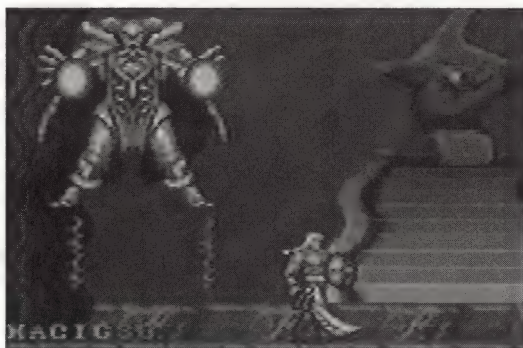
- The boss of this floor is a Manticore, the same boss you fought on Floors 0 and 12. You've already thrashed it twice; do it a third time and you'll enter the chamber of Lord Drokmar.

Floor 50

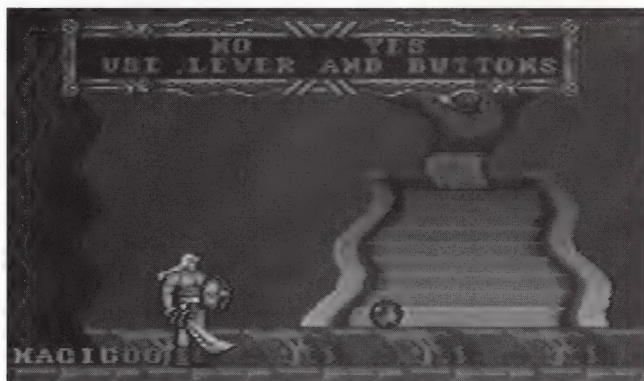


Lord Drokmar attacks with energy balls . . .

- Lord Drokmar's attack pattern is simple. After flying around a bit, he stops and fires two groups of three energy balls that home in on you. Dodge the balls by jumping over them as they home in on you, jump and shoot them, or use the King's Crown (if you have it, of course) to destroy them. Remember that using the Crown drains some of your energy.
- After the second group of energy balls, Drokmar fires three groups of lightning bolts. The first group fires diagonally, the second group fires straight down, and the third group fires diagonally. You can avoid the bolts by staying far away from Drokmar or by standing directly underneath him.



And lightning bolts.



Take Nancy Reagan's advice and "Just say no!"

- When you've got Drokmar on the ropes, he changes color and gets aggro, firing more lightning bolts and flying around the screen faster. Finish him off and you'll be given a chance to use the Dark Orb's power for yourself. Select NO to smash the Orb into bits, win the game, and witness a decent ending sequence.

THE SECRETS

Hidden Doors

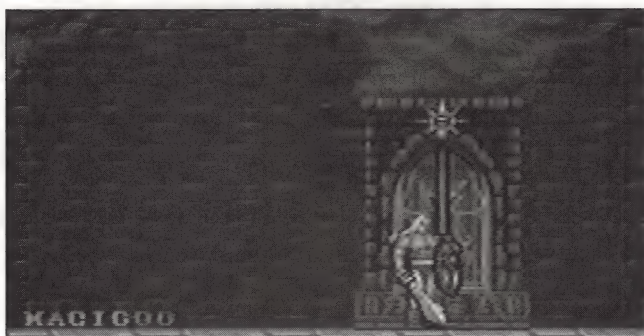
The Magic Sword manual mentions "a hidden door." We've found three of them. We're pretty sure these are all the hidden doors, but if you find any more, let us know!

Floor 7: Move about one screen to the right, then go all the way back to the left, jump and shoot.



The hidden door on Floor 7.

You'll reveal a hidden door to Floor 11.



The hidden door on Floor 17.

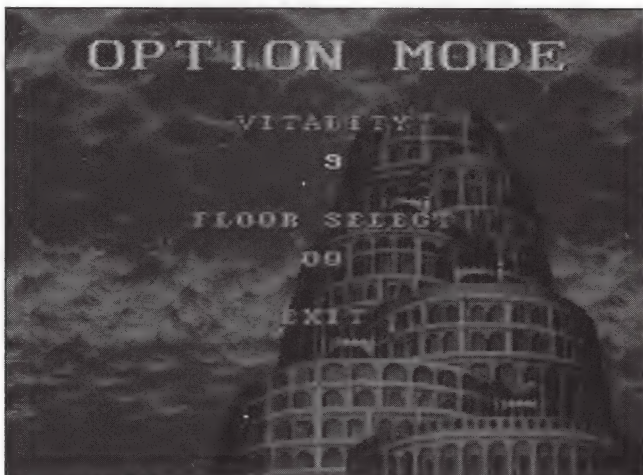
Floor 17: Move to the far right side of the level, and position yourself about half a screen away from the right wall. Jump and shoot right to reveal a hidden door to Floor 20.



The hidden door on Floor 34.

Floor 34: Move to the right until you reach the second set of blocks. Duck and slash the bottom block so that the top block falls to the ground. Jump onto the block, then turn left. Jump and shoot left to reveal a hidden door to Floor 36.

Hidden Option Mode



The hidden Option Mode screen.

At the title screen, select OPTION. When the Option Mode screen appears, highlight EXIT, but don't push START yet! Press and hold L, R, and START on Controller 2, then press START on Controller 1. You'll call up two previously hidden options. Vitality allows you to set your energy level from 0 to 9 (the highest). Floor Select allows you to start the game from any floor you've previous reached.

C H A P T E R

7

The Magical Quest Starring Mickey Mouse

by Capcom



Game Type

Arcade

Difficulty

Average

Players

1-2 (Alternating)

Game Save

None

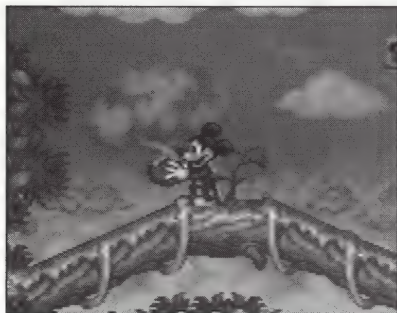
INTRODUCTION

Mickey Mouse is one lucky rodent! He's appeared in two of the best 16-bit platform games of all time: Castle of Illusion for the Sega Genesis, and now, The Magical Quest for the Super NES. The graphics and sound are simply spectacular as you work your way through six levels of action, searching for Pluto, who's been captured by the evil Emperor Pete. Along the way, you'll find magical costumes that give you amazing powers. This quest is the best!

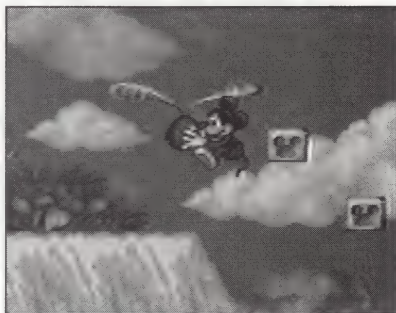
STRATEGY SESSION

Stage 1: Treetops

Stage 1-1



Pick a cherry and give it a spin . . .



Then grab onto it and fly to the top of the wizard's house.

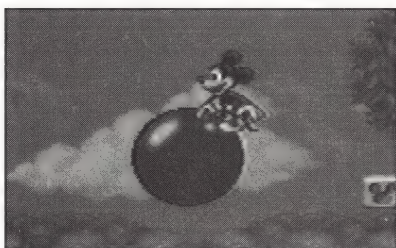
- After you talk to the kind old wizard and leave the house, walk to the right and grab a cherry. Return left to the house and spin the cherry, then grab onto it and fly onto the roof of the house. Grab and throw the Gold Blocks to reveal a hidden door. The door leads to a secret area with a Treasure Box full of Apples.
- When you exit the secret area, you'll appear back in the house. Move to the right and pick another cherry. Use it to fly onto the vine above the tree stumps, where you'll find a Treasure Box with Gold Coins inside. Collect the Coins, then walk left and drop to the ground. Pick yet another cherry and fly above the vine until you reach cloud platforms. Drop off the cherry and jump along the clouds until you reach a Treasure Box (filled with Gold Coins) above some Gold Blocks.
- There's a Big Heart inside a Treasure Box placed on a high vine, near a group of bees. You'll find this high vine a few screens to the right of the Treasure Box in the clouds.

Stage 1-2

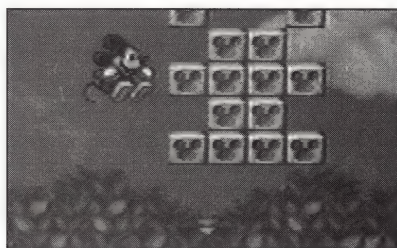
- Move to the right (opening the Treasure Box along the way) and jump onto the huge tomato. As the tomato starts rolling to the right, you'll need to push Left on the control pad to keep from rolling off. Stay on the tomato until you roll past a small patch of spikes, then jump off before the tomato falls off the screen and takes you with it!
- Walk to the right and jump across to the next vine. Jump onto the second tomato and ride across the spikes. Stay on the tomato until you run into a third tomato farther down the vine. (You can also jump across the spikes on the Gold Blocks, but the tomato is more fun.)



Ride over the patch of spikes, then jump off the tomato.



Leap from the tomato to the Grey Block to the trees . . .

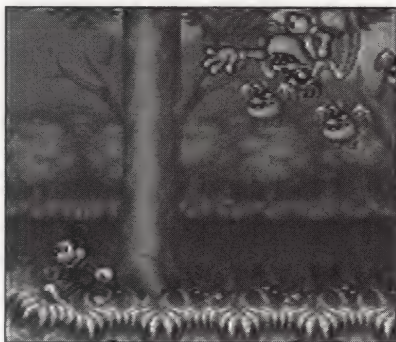


To find the hidden door to the General Store.

- Jump onto the third tomato and stay on it while it rolls all the way down the vine and flies onto the air. Wait until the tomato is just to the left of the Grey Block, then jump off the tomato and onto the Block. Jump up and right on top of the trees. Walk to the right and open the Treasure Box for some Apples, then grab and spin the Gold Blocks to reveal a hidden door. Go through the door and into the General Store. Too bad the Store doesn't have anything for sale!

- When the boss first appears on the screen, he's flying behind the trees and can't hurt you. Once he flies in front of the trees, he's dangerous.

- Jump and hit the boss on the head to cause damage. When the boss flies into the tree and hangs upside-down, he releases three little enemies. Hit the little guys from above and throw them at the boss, or just avoid them.



Aren't these the cutest-looking bad guys you've ever seen?

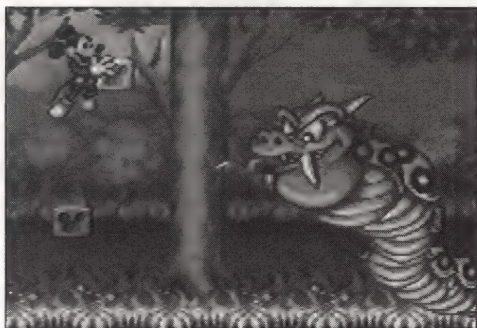
Stage 1-3

- Seems like every side-scrolling platform game has a water level, and Magical Quest is no exception. Mickey's a pretty lame swimmer, so stay out of the water whenever possible. There are no real challenges or hidden goodies in this stage; just boogie to the right and into the next stage.

Stage 1-4

- A giant snake is the boss of this stage. The snake slithers on one side of the screen for a while, then jumps over to the other side of the screen, lashing his tail above him. After you do some damage to the snake, he'll start leaping high into the air.

- Keep grabbing Red Blocks and throwing them at the snake's



Snatch Red Blocks and spin 'em into the snake's head.



Don't get thwacked by the snake's lashing tail.

head. Always stand on top of a Red Block so you can jump over the snake when he hops onto your side of the screen. You can pick up the snake's body segments (which drop to the ground when you hit the snake with a Block), but it's better to just use the Red Blocks.

Stage 2: Dark Forest

Stage 2-1

- The first Treasure Box doesn't have a ring for you to grab onto. Use the Wizard's Costume and shoot the Box with a magic bolt to blow it open and collect the Gold Coins inside.



What? No ring on the Treasure Box? Blast it with magic!



Mickey gets munched by the mud fish.

- Watch out for the aggro fishies swimming in the mud. If they bite you and drag you into the mud, you'll instantly lose a life.
- Use the Wizard's magic bolts to shoot the hot dog-shaped creatures.

Stage 2-2

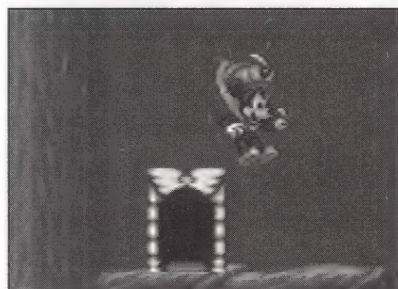
- Put on the Wizard's Costume before you walk into the golden cave or you'll drown (and we don't want that, now do we?).

- Shoot the "gates" that block your way and quickly swim past before they close up on you.

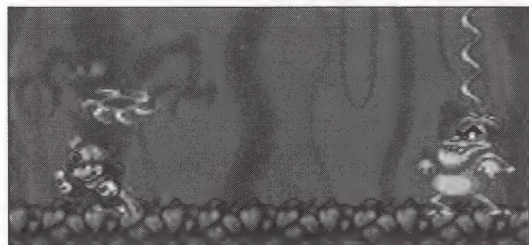
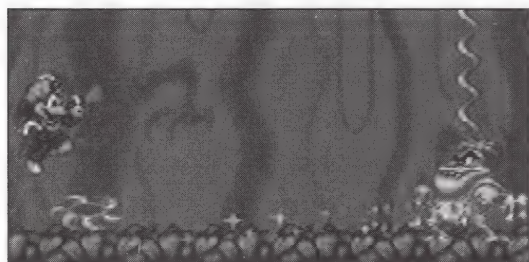
- After you exit the golden cave, walk off the right side of the ledge, then steer to the left. You'll land in front of a General Store. Go into the Store and buy any goodies you need (or want).

- The boss shakes his booty to attack you with his grass skirt.

Jump over the skirt as it flies at you and blast the boss



Take a leap of faith and you'll land in front of the Store.



with a full-power magic bolt, then move underneath the skirt as it flies back to the boss. He also drops the occasional group of spiky balls, but they're easily avoided.

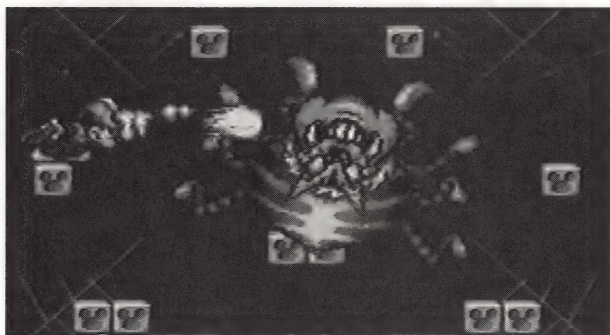
Jump over the skirt, blast the boss, then duck as the skirt returns to the boss.

Stage 2-3

- Nothing much to say about this stage. There's one of those nasty fishes swimming in the mud below the ledges, so you have to be a bit careful if you fall in.

Stage 2-4

- Use the Wizard's bolts to zap the hot dog thingies and jump up the branches, then move to the right until you find the spider web. Save the Magic Lamp in the lower-right corner until you need an energy refill.



Fortunately, Mickey doesn't suffer from arachnophobia.

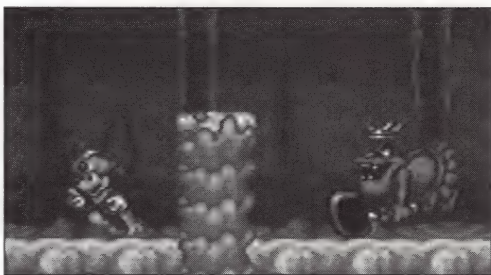
- There's no particular pattern to use against the spider boss. Just keep charging up to full power and blasting the spider in the head. Move to the other side of the screen when the spider gets too close.

Stage 3: Fire Grotto

Stage 3-1

- Take off the Wizard's Costume at the start of the stage. You need to be just plain Mickey so that you can grab the Gold Blocks that block the way down at several different points.

- When the boss pounds his hammer into the ground, a platform flies into the spiky ceiling. Keep moving so that the platform won't appear underneath you. The boss also lets loose with an occasional fireball; jump over them. Keep blasting the boss with full-power magic bolts until he croaks.



Stage 3-1's boss swings a heavy hammer to wreak havoc.

Stage 3-2



Squirt the stone block with your firehose.

Blast away the Blocks to reveal a hidden door. Go through the door and open the Treasure Box for a bunch of Gold Coins.

- When you reach the floating platforms that are on fire, use the firehose to put them out. Jump onto the first platform, then

- At the beginning of the stage, you get the Firefighter's Costume, which you'll be putting to good use right away. Move to the right until you find the large stone block. Shoot the block with your firehose until it falls to the ledge below, then use the block to jump onto the Grey Blocks. Go up and right to a group of Gold Blocks.



This 1-Up Treasure Box is placed just above the deadly fire!



This Treasure Box is found just before the end of Stage 3-2.

jump right and fall downward onto a ledge of Grey Blocks. Break open the Treasure Box for a 1-Up.

- Just before the end of the stage, you'll have to jump across a group of platforms on fire. Stand on the fourth platform from the left and ride upward to a Treasure Box with Gold Coins inside.

Stage 3-3

- Getting to the Treasure Box near the beginning of the Stage is tricky. Use the firehose to push a moving block into the shaft to the left of the Gold Blocks, then jump onto the moving block and squirt the Gold Blocks out of the way. Jump off the block before it smashes you against the top of the shaft. When the Gold Blocks are gone, walk through the tunnel and open the Treasure Box for Gold Coins.
- When the wall of flame moves down the screen, duck in the water to avoid getting burned.



Squirt the blocks into stairs and jump up to the Gold Blocks.

- There's a Fire Hydrant placed below a Treasure Box (with a 1-Up). After you drop to collect the Hydrant, turn to the left

and squirt the Grey Blocks until you can safely jump to the left. Now use the firehose to push the Grey Blocks into "stairs," so you can climb up and right to a group of Gold Blocks. Break away the Blocks and go through the door into the General Store.

Stage 3-4

- After the previous bosses, this boss is too easy! Simply stand on one of the moving platforms and squirt the boss as you circle around him. The firehose will douse the fireballs that the boss shoots your way. An advanced attack method is to stay on the right side of the screen and keep jumping upward onto the platforms so that you can continuously squirt the boss.

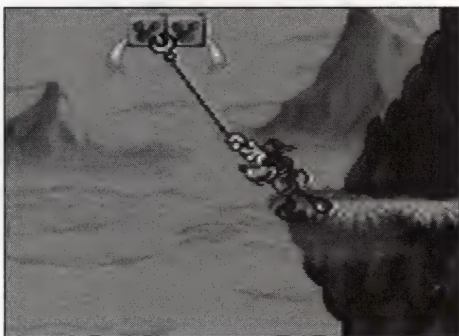


*Stage 3-4's boss is a real hoser.
Cool him off with some wa-wa.*

Stage 4: Pete's Peak

Stage 4-1

- Goofy gives you the Mountaineer's Costume, and you'll be using it right away. Practice using the grappling hook with the gray sphere at the beginning of the stage.
- After you climb past the group of six eggs, move left and look for a



*This flying platform takes you to a
hidden 1-Up Treasure Box.*

floating platform with wings. Latch onto the platform and climb onto it, then float left to the Treasure Box. Open the Box for a 1-Up.

Stage 4-2

- There's an excellent hidden location in this stage, and we're



Drop down the wind shaft and swing over to the Treasure Boxes for a Big Heart.

going to take you straight to it! From the beginning of the stage, move right until you reach the second wind shaft.

Drop down

the shaft and latch onto the ground as you reach the bottom of the shaft. Swing to the right and you'll find a ledge with Gold Blocks and Treasure Boxes. One of the Boxes has Gold Coins inside, but the other Box has something much better: a Big Heart!

- Once you've gathered your goodies, use the grappling hook to swing to the right. Watch out for the wind shafts! You'll find a floating platform after the second shaft. Drop onto the platform, then use the hook to climb up and right (using the platforms) until you reach the exit.

Stage 4-3

- When the boss appears in the distance, use the hook to grab onto the gray



Hang onto the grey sphere as the boss swoops into the screen.

sphere on the right. Hang on until the screen shakes and then stops shaking. If you aren't hooked up, you'll be blown off the ledge.



Steal the egg with the grappling hook and spin it into the boss.

- After its fly-by, the boss flies onto the screen with an egg in its claws. Grab the egg with your grappling hook, then jump and throw the egg into the boss. If you don't grab the egg quickly enough, it'll hatch and release one of two things: three tiny birds (which you can jump onto to get rid of) or two slimy yolks (which you must jump over or be washed off the ledges).

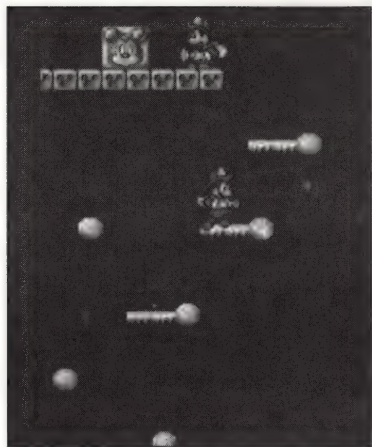
- When the boss turns pink, you're almost there: just grab and throw one more egg to defeat the boss and complete the stage.

Stage 5: Snowy Valley

Stage 5-1

- Change into the Firefighter's Costume for this stage. You can use the firehose to squirt the hexagonal ice blocks and create icy ledges for you to jump onto.

- There's a 1-Up placed above and to the right of the first Fire Hydrant in this stage (not counting the Hydrant at the very



*The 1-Up Treasure Box
in Stage 5-1.*

beginning). Use the firehose to create ledges on the ice blocks and keep jumping upward until you reach a ledge of Grey Blocks and a Treasure Box. Open the Box for the 1-Up.

Stage 5-2

- This short stage is a jump-orama. Take off the Costume and use the blue ledges to ride along the ice. There are a few tough jumps to make, but no hidden goodies (or enemies, for that matter).

Stage 5-3

- Don the Wizard's Costume and walk right until you reach the half-circle in the ice. It's boss time!

- The boss is a skating maniac! Stand on one side of the screen and charge up a full-power magic bolt. When the boss skates onto the opposite side of the screen, jump into the air and zap him in the



*We've heard of bad breath,
but snowball breath?*

head. If he skates over to your side, jump onto his head and move to the other side, or hold your ground (and take a bit of damage). When the boss spits a group of snowballs, move against the side of the screen, then leap over the first snowball just before it hits you. You should clear all three snowballs without being hit.

Stage 6: Pete's Castle

Stage 6-1

- From the beginning of the stage, walk right to the fourth water shaft (with a Gold Block just to the right of the shaft). Put on the Wizard's Costume and jump into the shaft. Swim downward to find a hidden room with a Treasure Box filled with Gold Coins.

- Swim back to the surface and put on the Mountaineer's Costume. Climb up to the purple soldier



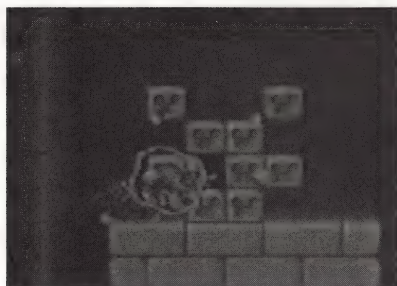
Stage 6-1's underwater Treasure Box.



The well-named Up Blocks take you straight up the screen.

and bop him on the head, then jump to the left and walk left to find a Treasure Box with Apples inside.

- Now go to the right until you find two Up Blocks (blocks with arrows on them). Walk left and drop into the water (put on the Wizard's Costume) and swim downward to a group of Gold Blocks.



The final General Store lies behind these Gold Blocks.

Spin away the Blocks to find a door; go into the door and buy what you can in the General Store.

- After you leave the Store, return to the Up Blocks. Take off your Costume, grab and spin an Up Block, and jump onto it. Ride up until you reach an exit (with a purple soldier nearby). Walk

into the exit, then jump left, defeat the purple soldier, and open the Treasure Box for a 1-Up. Move back to the right and drop down to the ledge below, then return to the right and ride upward on an Up Block again.



Shoot the rolled-up thingie with a magic bolt . . .



And it unfurls into a magic carpet.

• This time, when you reach the top, defeat the purple soldier and put on the Wizard's Costume. Shoot the floating object with a magic bolt and it turns into a magic carpet! Steer the carpet down and right to a Treasure Box with Gold Coins inside.

• After you open the Box, put on the Mountaineer's Costume and climb up and left, back to where you found the magic carpet. Another carpet will be floating in the same place (and another soldier will be guarding it). Bop the soldier, don the Wizard's Costume, and shoot the carpet. This time, take the

carpet straight to the right and leap onto the ledge. Walk right and go through the exit.

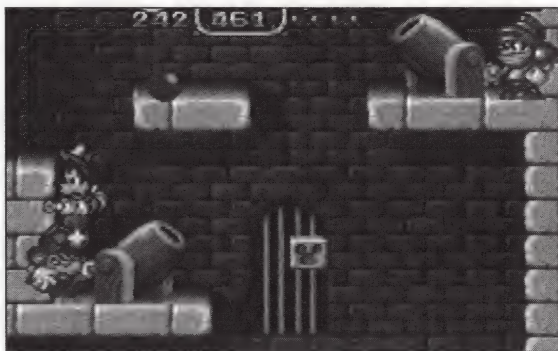
Stage 6-2

- Put on the Wizard's Costume and shoot the magic carpet, then float downward. (Keep jumping while floating downward for more precise control.) Avoid the spiky walls and follow the tunnel until you reach the exit. Easy!

Stage 6-3

- Put on the Firefighter's Costume and start moving through the stage. When you encounter the Gray Blocks, push them into position with the firehose.

- The cannon-balls are doubly deadly. If they don't hit you in the air, they can damage you when they explode. The best plan of action is to hit the guard manning the cannon.



Thump the cannon-firing guards from above.

- After you climb past the cannons, walk to the right and push the moving block to the right with the firehose. Walk right and pick up the Fire Hydrant, then move back to the block. Jump on top of the block and ride upward, then move right into the exit.

- Boss flashback! You'll remember this guy from Stage 1-2. Use the same strategy against him that you did before. You can also put on the Wizard's Costume and nail him with a few magic bolts. When the boss is defeated, walk right and through the exit.

- Put on the Firefighter's Costume and move to the left. Jump across the gap and squirt the moving block to the left, then ride upward on the block and jump left onto the ledge. Walk left into the exit.
- Time to fight the boss from Stage 2-2. Use the same strategy as before, but if you run out of magic power, put on the Firefighter's Costume and shoot him with the firehose. When you defeat him, walk right and through the exit.
- Move down and right until you reach the exit, but don't go through. Wait until the moving block floats downward, then squirt it to the right and jump onto it. Ride upward, squirt the guard, walk left, and go into the exit on the right.
- The boss in this room is from Stage 3-1. Use your Wizard's Costume magic bolts to zap him. When he croaks, move right and walk through the exit, then walk left and go into the exit on the left to enter the final stage!

Stage 6-4

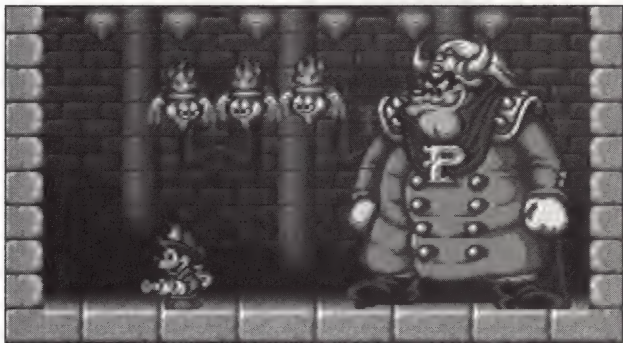
- Put on the Firefighter's Costume and get ready for a tough battle. Pete has several different attacks; keep squirting Pete's weak spot, the P on his chest, whenever possible.



Emperor Pete's Attack #1: A wall of blocks. Duck and shoot the lowest block.

- Attack #1: A wall of blocks moves from right to left. Jump and squirt Pete's weak spot, then duck and squirt the lowest

block until the wall passes over your head. Stop squirting and jump over the single block.



Attack #2: Flying torches. Shoot them to turn them into Fire Hydrants or Magic Lamps.

- Attack #2: Three torches at the top of the screen come to life and swoop down at you. Watch the torches closely; they swoop right, left, right, left, and then dive. Move to one side as the torches dive and then squirt them to turn them into Fire Hydrants. (If you're wearing the Wizard's Costume, they'll turn into Magic Lamps.)



Attack #3: Bouncing blocks. Avoid them, ride them, or squirt them.

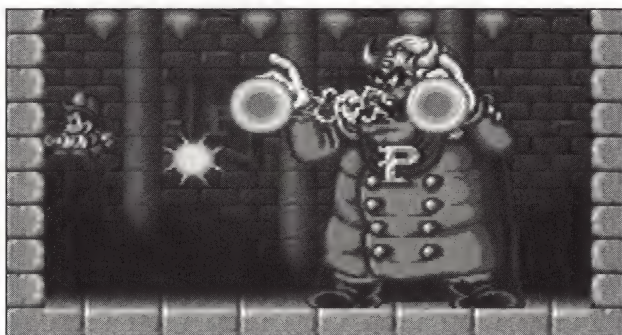
- Attack #3: Two blocks bounce across the screen. You can dodge the blocks, or jump onto one, or squirt the blocks with

your firehose to make them stop moving (as long as you keep squirting).



Attack #4: Blue steam. Don't get scalded.

- Attack #4: Pete doesn't use this attack unless he's turned pink (which means he's close to being defeated). Blue fireballs form in his hands, and blue clouds of steam erupt from the ground. Avoid the steam.



Attack #5: Starburst (no, not the fruit chew candy). Walk toward Pete and duck.

- Attack #5: Like Attack #4, Pete only uses this attack when he's pink. A large starburst forms between his hands and

shoots straight at you. Move toward Pete and duck underneath the starburst.

- When Pete disappears, you've won the game. The ending sequence is so-so, but no big deal, right? Right.

CHAPTER

8

Prince of Persia

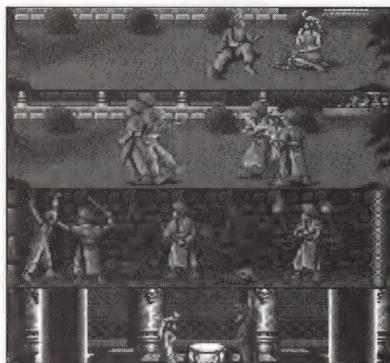
by Konami



Game Type	Arcade/Strategy
Difficulty	Hard
Players	1
Game Save	Passwords

INTRODUCTION

When the Sultan of Persia left to fight a great war, he left his Grand Vizier, Jaffar, to rule the kingdom. The Sultan didn't know of Jaffar's evil ambitions to steal the throne. The only obstacle in Jaffar's way is the Sultan's daughter, whom Jaffar gives an ultimatum—marry him in two hours or be killed!



A series of pictures from the excellent intro sequence.

You are a traveler from a faraway land, and you and the Princess are deeply in love. Jaffar knows you're the Princess's honey-bunny and has thrown you into the Sultan's dungeons beneath the castle. Now, you have two hours to escape the dungeons, defeat Jaffar, rescue the Princess, and become the Prince of Persia!

STRATEGY SESSION

General Strategies

- Swordfighting is easy once you know how. Approach your opponent and get close enough so that your swords overlap. Wait for your opponent to swing, then block his attack and quickly counterstrike. If your opponent swings while you're trying to get within range, block the attack.
- It's safe to lower yourself into spikes. It's also safe to go through spikes if you use careful steps. But **don't** try running through them or you're dog meat.
- Jump straight up when floor tiles are above you. You'll often find tiles that lead to hidden rooms.
- Practice both your running jumps (to leap over chasms) and standing jumps. You should also practice jumping and grabbing onto walls, a skill that will be necessary if you want to survive in the later levels. We highly recommend going through the Practice levels before starting the actual quest.
- There's a tricky way to get a running start on a small ledge. Carefully step to one side of the ledge, then turn in the opposite direction and start running. Turn around before you reach the other end of the ledge and you'll be running.
- Any floor- or ceiling-mounted obstacle—spikes, slicers, smashers, flaming walls, and blades—can be passed by using careful steps. Scoot right up to the obstacle, wait for a safe moment, then **quickly** step onto the other side of the obstacle.

QUESTIONS AND ANSWERS

Here are some Q&A for particularly tricky puzzles. If you have a question about finding an HP Potion, check out The Secrets.

Level 1

Q: *How do I get past the guard?*

A: You have to retrieve the sword so you can fight him. Go left, then down, to make your way into the deepest part of the level and look around. You really can't miss it.

Level 3

Q: *How do I permanently destroy the skeleton guarding the HP Potion?*

A: You can't. All you can do is knock him out for a few moments, then quickly swig the Potion before he revives.

Level 5

Q: *How do I get past the mirror blocking my way?*

A: Get a running start and jump into the mirror. You'll pass through the mirror, but leave behind a mirror image. You'll bump into him several times in later levels.

Level 7

Q: *How do I get the HP Potion before the mirror image?*

A: You can't. He'll always chug the Potion before you can do anything about it. Fortunately, there's a second, extremely well hidden Potion in this level. See The Secrets for details.

Level 9

Q: *How do I prevent the mirror image from closing the gate?*

A: Unfortunately, you can't. Just be prepared to grab the ledge as you fall into Level 10.

Level 14

Q: *I drank a Potion and the screen flipped upside-down! What now?*

A: There are two upside-down Potions in this level. Drinking the first one flips the screen; drinking the second one returns the screen to normal. You're best off avoiding the Potions altogether.

Level 15

Q: *How do I get across to the tower after Jaffar destroys the bridge?*

A: Run to the right until your mirror image appears on the screen.

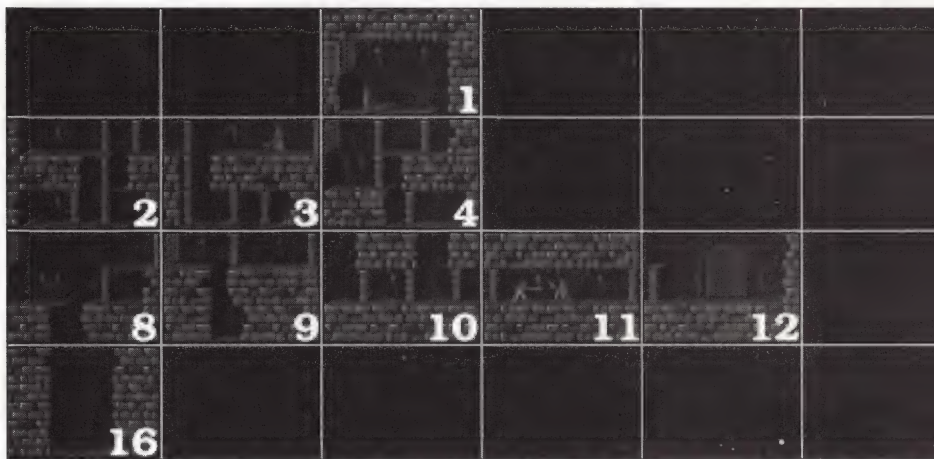
Q: *How do I defeat my mirror image?*

A: Stop hitting yourself! Put your sword away and walk into your mirror image.

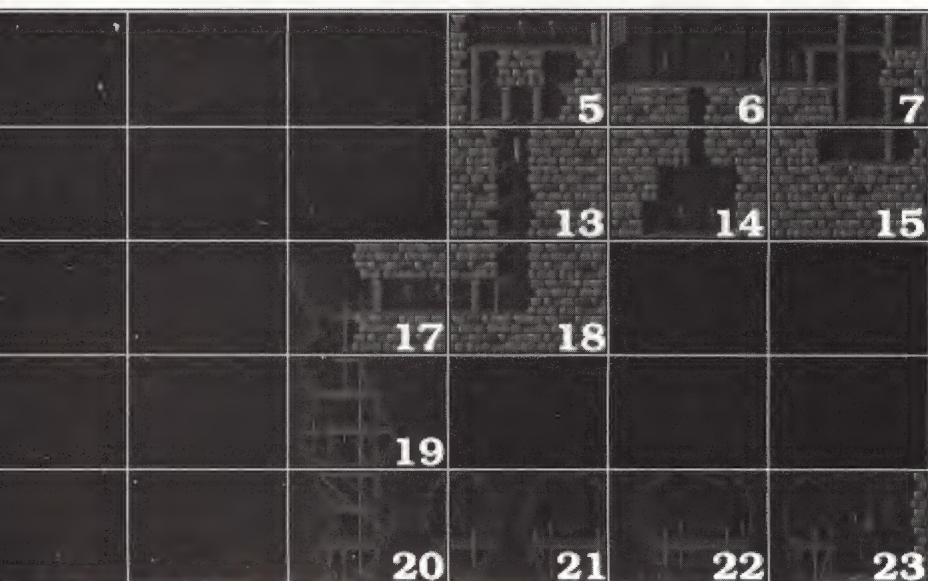
WALKTHROUGHS

• In the walkthroughs that follow, we'll take you step-by-step through Level 1 and Levels 11 through 20. If you do something incorrectly, such as hitting a pressure plate that closes a gate, just correct your mistake and continue on.

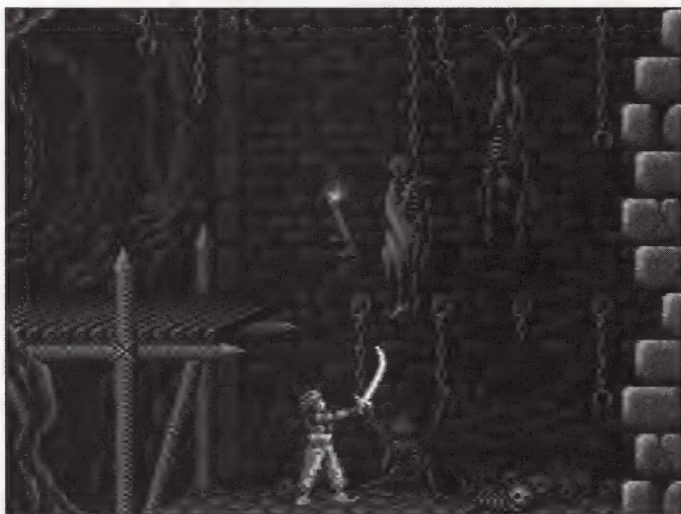
Level 1



- **Room 1:** Run to the right and drop into Room 4.
- **Room 4:** Climb down to the bottom of the room and run to the far right side; a floor tile will fall behind you. Lower yourself into the hole and drop into Room 10.
- **Room 10:** Move left into Room 9.
- **Room 9:** Jump onto the left side of the pit and trip the pressure plate to open the gate into Room 8. Move left into Room 8.
- **Room 8:** Climb down to the lower-right side of the room and trip the pressure plate to open the gate into Room 7. Jump across the pit, climb up the wall, and move left to Room 7.
- **Room 7:** Run left to Room 6. (Two floor tiles will fall behind you, but don't worry about 'em.)
- **Room 6:** Run to the left and trip the pressure plate to open the gate into Room 5. Leap over the pit and the pressure plate on the left side of the pit. Climb up the wall and move left into Room 5.



- **Room 5:** Run to the far left side of the room, then climb down to the lower-left corner. Carefully step to the pit and climb down into Room 13. (Note that it's only safe to climb down from the left side of the pit. If you try to climb from the right side, you'll fall to your death.)
- **Room 13:** Climb down into Room 18.
- **Room 18:** Move left into Room 17.
- **Room 17:** Climb down into Room 19.
- **Room 19:** Climb down one ledge, then hang until you drop. Grab onto the ledge as you fall into Room 20.
- **Rooms 20, 21, 22:** Run right into Room 23.
- **Room 23:** Drop to the bottom of the room and pick up the

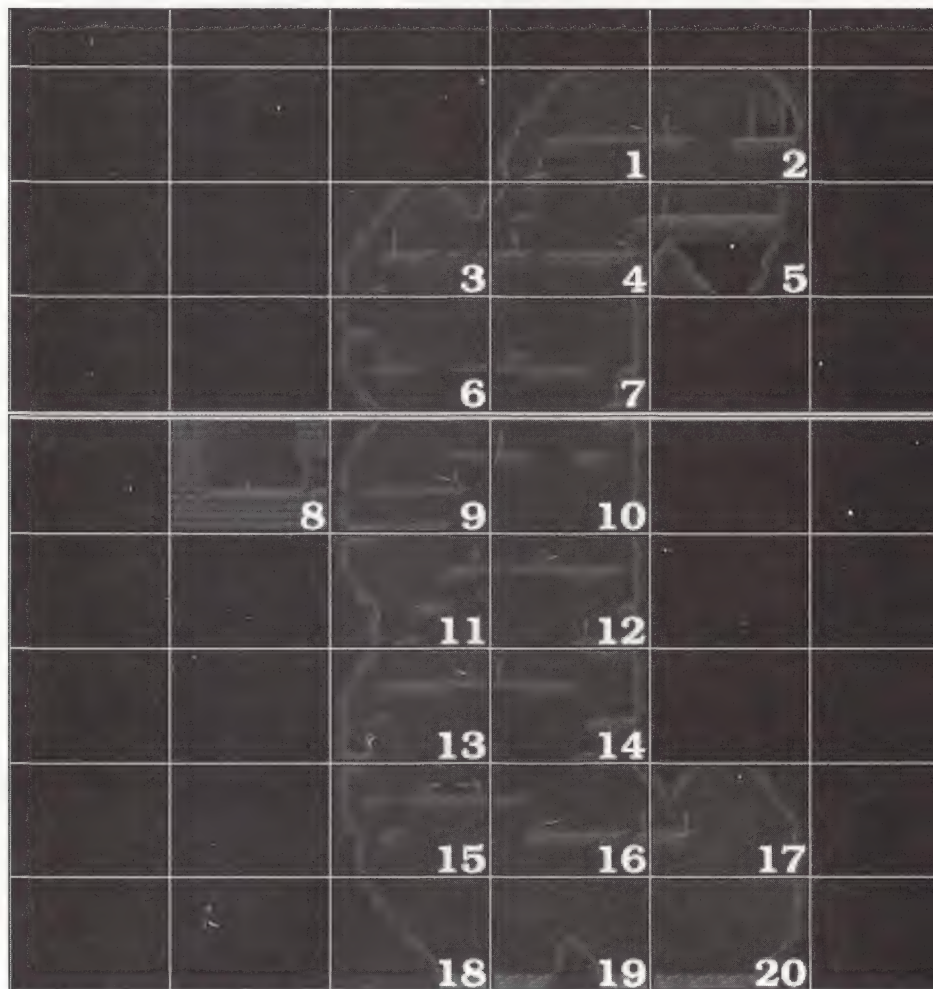


Once you have the sword in your possession, you're armed and dangerous.

sword. Excellent! Climb back up to the ledge and move left into Room 22.

- **Rooms 22, 21:** Run left into Room 20.
- **Rooms 20, 19:** Climb up into Room 17.
- **Room 17:** Climb up to the ledge and move right to Room 18.
- **Room 18:** Climb up into Room 13.
- **Room 13:** Climb up into Room 5.
- **Room 5:** Move left and climb to the upper-left corner. Jump across the pit to the right, then carefully step to the edge of the second pit. Jump across and move right into Room 6.
- **Room 6:** Move right into Room 7.
- **Room 7:** Climb onto the highest ledge, then carefully step to the edge of the pit. Jump across and move right to Room 8.
- **Room 8:** Jump across the pit, then climb onto the upper-right ledge and move right into Room 9.
- **Room 9:** Jump across the pit and move right into Room 10.
- **Room 10:** Move right into Room 11.
- **Room 11:** Your first swordfight! Defeat the guard and move right into Room 12.
- **Room 12:** Jump and grab onto the ledge to open the exit. Go through the exit to complete the level.

Level 10

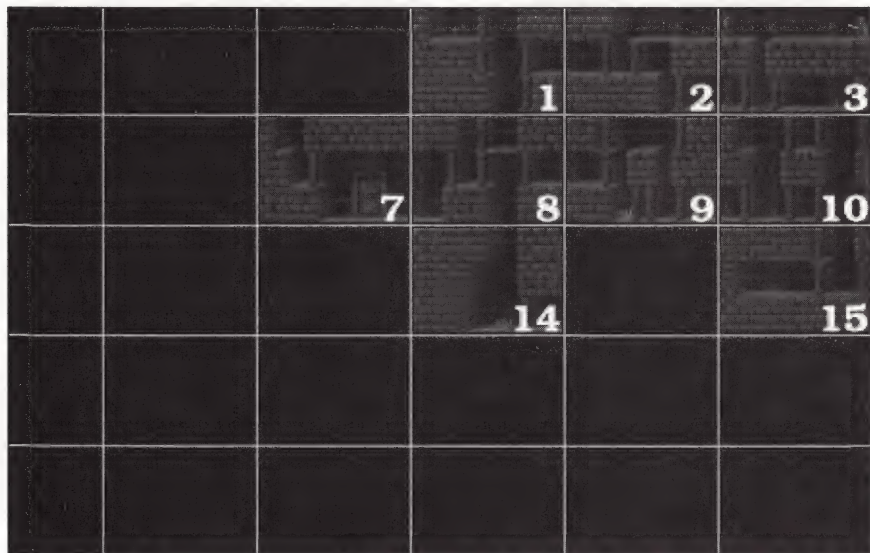


• **Room 17:** When you start this level, you're falling toward the lava. Press A to grab the ledge. Pull yourself up and carefully step left into Room 16.

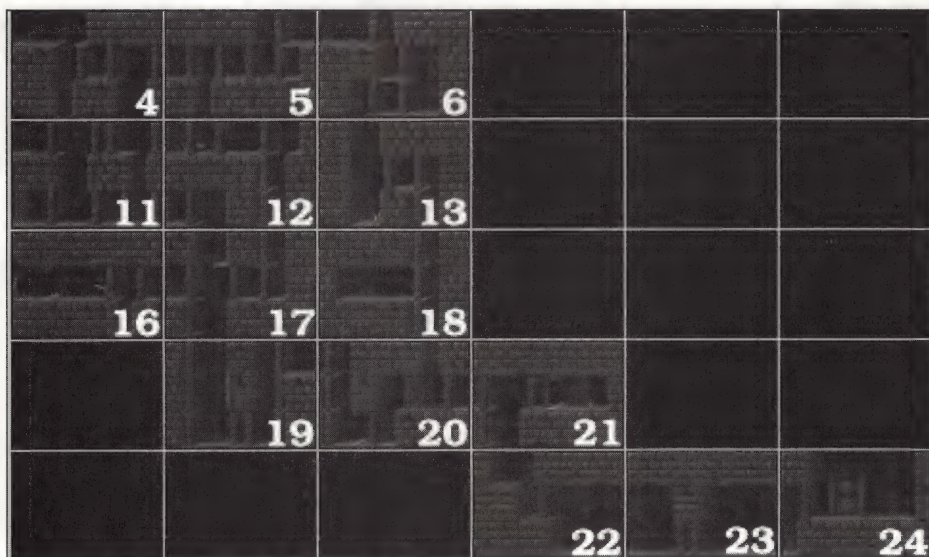
• **Room 16:** Carefully step to the left until you fall into the gap. Grab the ledge and pull yourself up, then drive the skeleton off the ledge. Move left, climb up to the next ledge and move left into Room 15,

- **Room 15:** Drive the skeleton off the left side of the ledge, then jump across to the small ledge. Climb up into Room 13.
- **Room 13:** Climb up to the bridge and fight the skeleton, then quickly climb up into Room 11 before the skeleton gets up and attacks again.
- **Room 11:** Climb up into Room 9.
- **Room 9:** Run to the left and jump over the gap. Move to the far left side of the room and jump up. You'll grab an invisible ledge. Pull yourself up and move left into Room 8.
- **Room 8:** Drink the HP Potion and move right into Room 9.
- **Room 9:** Climb up to the skeleton, then move to the right until the skeleton is on your left. Drive the skeleton off the left side of the ledge, then climb onto the ledge in the upper-right corner and move right into Room 10.
- **Room 10:** Get a running start and leap to the right, then climb up into Room 7.
- **Room 7:** Climb up to the small ledge and jump left to the bridge. Drive the skeleton off the left side of the screen. When you automatically put away your sword (which means the skeleton is gone), run left into Room 6.
- **Room 6:** Get a running start (from Room 7) and leap across the gap. Climb up into Room 3.
- **Room 3:** Move to the right and carefully step to the edge of the first pit, then jump to the right. Grab onto the ledge, pull yourself up, and move right into Room 4.
- **Room 4:** Move right and carefully step into the pit. Grab the ledge, pull yourself up, and move to the right until the skeleton is on your left. Drive the skeleton off the ledge, then move right and climb onto the ledge. Move right into Room 5.
- **Room 5:** Run to the right and trip the pressure plate, then run left into Room 4.
- **Room 4:** Run to the left, jump across the gap, and climb up into Room 1.
- **Room 1:** Climb up to the bridge and hit the skeleton, then run right into Room 2.
- **Room 2:** Get a running start and jump across the gap, or use a standing jump and grab onto the ledge. Go through the exit to finish the level.

Level 11

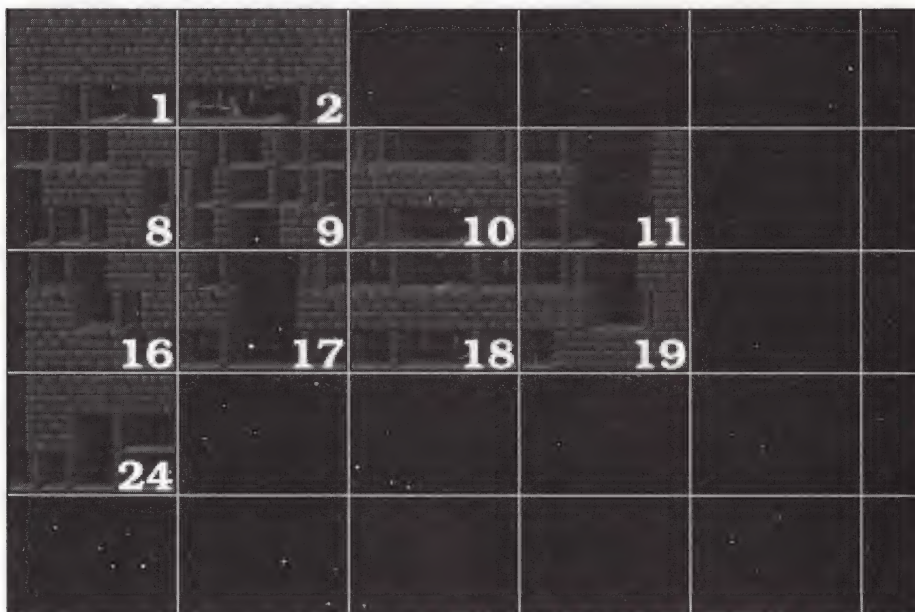


- **Room 7:** Move right into Room 8.
- **Room 8:** Climb up to the highest ledge in the middle of the room and move against the right wall. Climb up into Room 1.
- **Room 1:** Climb up to the ledge going to the right and move right into Room 2.
- **Room 2:** Defeat the guard, climb up to the highest ledge, and move right into Room 3.
- **Room 3:** Jump across the gap (or carefully step into the gap and grab the ledge) and defeat the guard, then move right into Room 4.
- **Room 4:** Jump across the gap, then climb down to the ledge in the middle of the room. Jump to the right and move into Room 5.
- **Room 5:** Jump across the gap, then get a running start to the right. Turn back to the left just before you hit the wall, so that you cause the loose tile to drop off the screen. Once the tile drops, climb to the ledge in the upper-right corner and move right into Room 6.

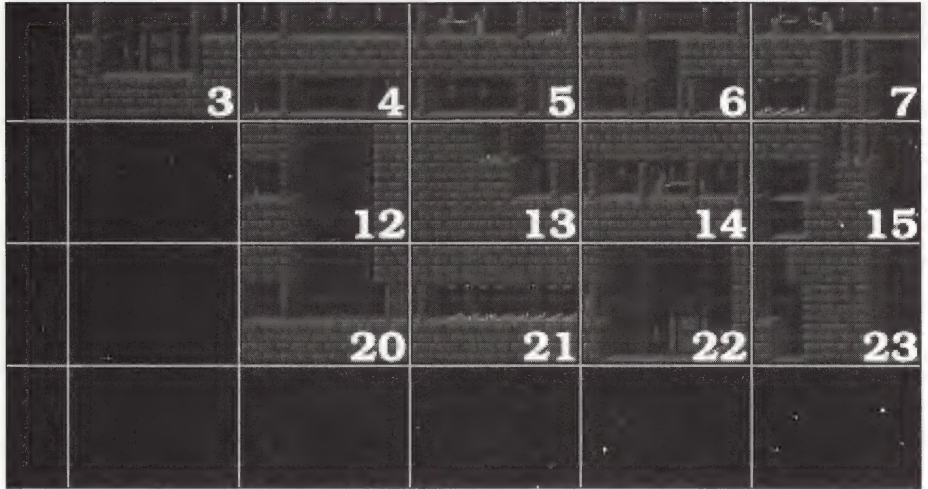


- **Room 6:** Climb down to the bottom of the room and hang (but **don't** drop) into Room 13.
- **Room 13:** Keep hanging until you fall, then grab the ledge. Pull yourself up, walk to the right, and climb down into Room 18.
- **Room 18:** Drink the Potion if you need to, then climb down into Room 20.
- **Room 20:** Carefully step right into Room 21.
- **Room 21:** Carefully step to the edge of the gap, then jump to the right. Move past the slicer and drink the HP Potion. Move back to the left and jump across the gap, then climb down into Room 22.
- **Room 22:** Drop down to the lower-right corner of the room, then carefully step past the flame wall. Move right into Room 23.
- **Room 23:** Carefully step past the flame walls and move right into Room 24.
- **Room 24:** Climb up to the ledge, run right to trip the pressure plate and open the door, then run left and go through the exit to finish the level.

Level 12



- **Rooms 3, 4:** Move right into Room 5.
- **Room 5:** Defeat the guard, then move right into Room 6.
- **Room 6:** Move right into Room 7. (Don't worry about the falling floor tile.)
- **Room 7:** Defeat the guard, then run right into Room 8. (If the guard falls through the loose tile on the right side of the screen, you'll have to get a running start and jump into Room 8.)
- **Room 8:** Run into the middle of the room and jump up to hit the loose tile. When the tile falls, climb up into Room 1.
- **Room 1:** Move right into Room 2.
- **Room 2:** Defeat the guard, then jump across the gap, drink the Potion, and climb down into Room 9.

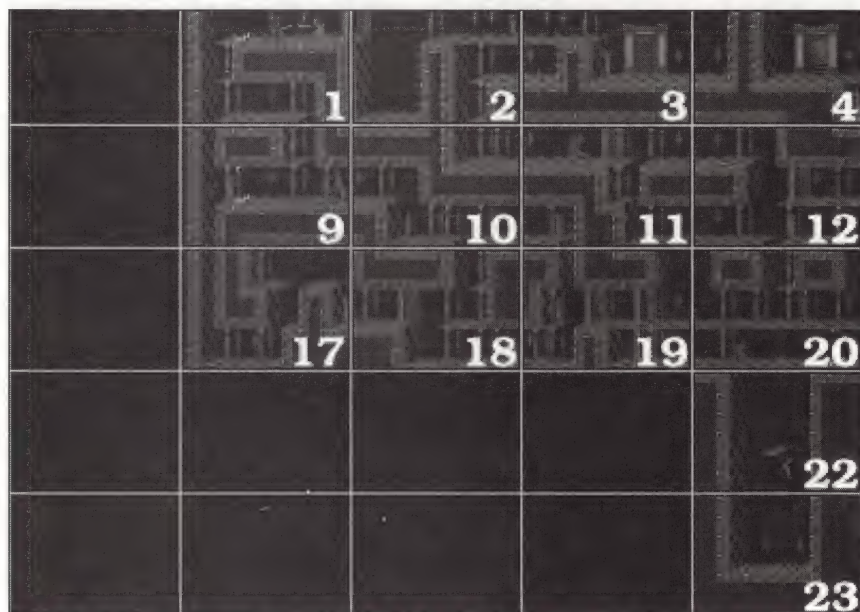


- **Room 9:** Move right into Room 10.
- **Room 10:** Move right until you walk onto the pressure plate, then take two careful steps to the right. Jump to the right, then move right into Room 11.
- **Room 11:** Walk to the right, hang off the right side of the ledge, and drop down to the lower ledge. Climb down into Room 19.
- **Room 19:** Move left into Room 18.
- **Room 18:** Carefully step up to the slicer, then carefully step past it (and into the spikes, but they won't hurt you). Move left into Room 17.
- **Room 17:** Get a running start and jump to the left. Grab onto the ledge, pull yourself up, and climb up into Room 9.

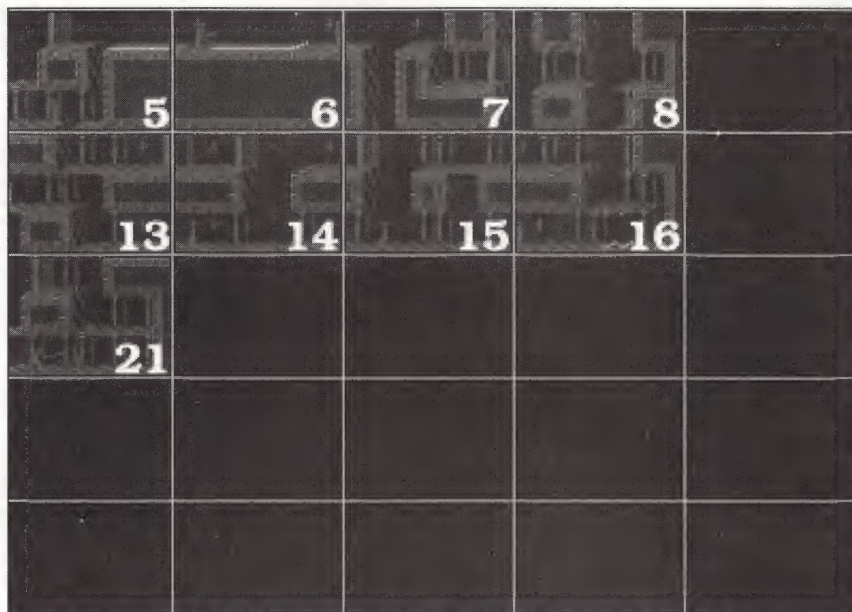
- **Room 9:** Move left into Room 8.
- **Room 8:** Climb up and move right into Room 9.
- **Room 9:** Move right, climb up to the highest ledge, and move right again. The floor tiles will collapse, but you won't take damage. Move right into Room 10.
- **Room 10:** Position yourself one careful step to the right of the gate on the left, then jump to the right and you'll land on a pressure plate. Move to the right into Room 11.
- **Room 11:** Climb down into Room 19.
- **Room 19:** Move left into Room 18.
- **Room 18:** Carefully step up to the slicer, then carefully step past it (and into the spikes, but they won't hurt you). Move left into Room 17.
- **Room 17:** Get a running start and jump to the left. Grab onto the ledge and drop down to the bottom of the room, then move left into Room 16.
- **Room 16:** Climb to the highest ledge, then get a running start and jump left into Room 15.
- **Room 15:** Grab the ledge and pull yourself up. Move left and drop down to the ledge, then run left and jump over the gap into Room 14.
- **Room 14:** Defeat the guard and move left into Room 13.
- **Room 13:** Climb to the highest ledge and jump up to hit the loose tile. When the tile falls, climb up into Room 5.
- **Room 5:** Run left into Room 4.
- **Room 4:** Run left until you reach the Potion. Don't stop running, because the floor tiles will collapse behind you. Drink the Potion and you'll turn a funny color. Move to the right, hang off the ledge, and drop into Room 12.

- **Room 12:** Thanks to the Potion, you'll float like a feather. Grab the ledge, move left, and drink the HP Potion. Move back to the right, hang off the ledge, and drop into Room 20. (You'll take one point of damage from the fall.)
- **Room 20:** Run left to trip the pressure plate, then move right into Room 21.
- **Room 21:** Carefully step through the gauntlet of slicers and move right into Room 22. (You can also run through the slicers; start sprinting when the fourth and eighth slicers from the left snap closed. The timing is very tricky, so don't try this unless you're **really** feeling confident.)
- **Room 22:** Defeat the skeleton and go through the exit to finish the level.

Level 13



- **Room 3:** Move left, climb up, and run left into Room 2.
- **Room 2:** Get a running start and jump to the left. Grab onto the ledge, pull yourself up, and move left into Room 1.
- **Room 1:** Defeat the guard, then carefully step past the slicer and climb to the bottom of the room. Drink the Potion if you need to, then hang off the left side of the ledge and drop into Room 9.
- **Room 9:** Grab the ledge as you fall and pull yourself up. Step past the slicer, defeat the guard, and move right into Room 10.
- **Room 10:** Move right into Room 11.
- **Room 11:** Get a running start to the right and turn back to



the left just before you hit the wall, so that you cause the loose tile to drop off the screen. Once the tile drops, lower yourself into the hole and drop into Room 19.

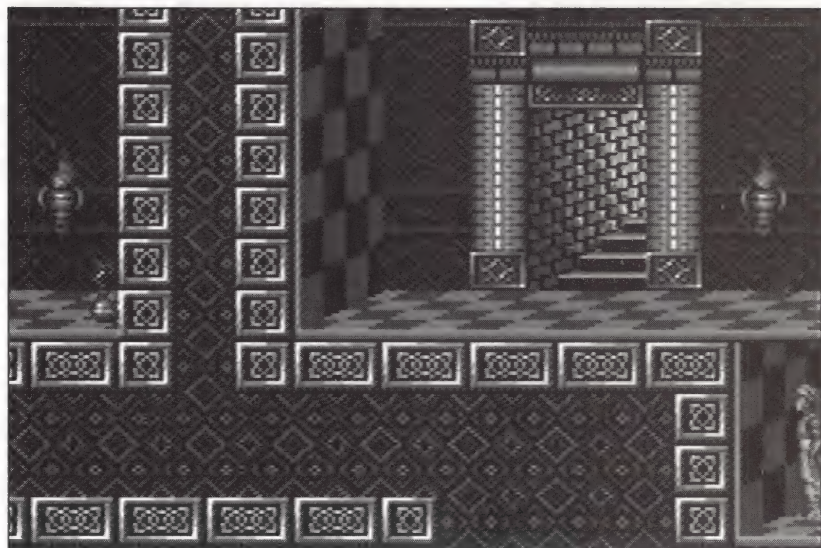
- **Room 19:** Grab the ledge as you fall, then drop to the ground and move left into Room 18.

- **Room 18:** Run left and climb up before the gate closes. Move left into Room 17.

- **Room 17:** Climb onto the ledge in the upper-right corner, take one careful step to the left, and jump to the left. Grab onto the ledge as the floor tile collapses (and lands on the pressure plate). Drop to the floor and run all the way to the left to trip the second pressure plate. Return to the right and move right into Room 18.

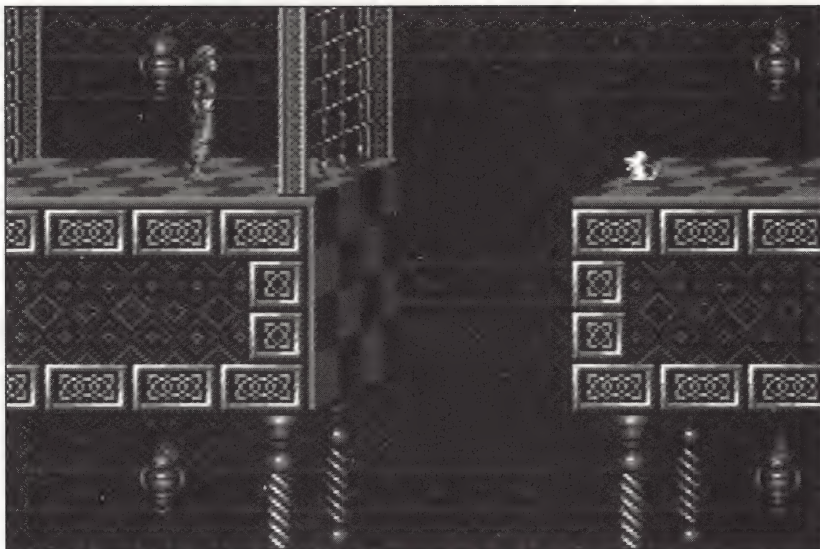
- **Room 18:** Run to the right before the gate closes and continue right into Room 19.
- **Room 19:** Climb up the wall and move right. The floor tile will collapse and both gates will open. Take the lower path into Room 20.
- **Room 20:** Run to the right (the floor tiles will collapse behind you) and stop just before the slicer. Carefully step through the slicer and move right into Room 21.
- **Room 21:** Defeat the guard and move right onto the pressure plate. Jump up to hit the loose tile. When the tile falls, climb up to the gate and move left past the gate into Room 20.
- **Room 20:** Run to the middle of the room and climb up into Room 12.
- **Room 12:** Move left into Room 11.
- **Room 11:** Climb up to the guard and move left until the guard is on your right. Drive him off the ledge, then move left into Room 10.
- **Room 10:** Climb up into Room 2.
- **Room 2:** Move right into Room 3.
- **Room 3:** Drink the HP Potion, then move left into Room 2.
- **Room 2:** Climb down into Room 10.
- **Room 10:** Move right into Room 11.
- **Room 11:** Run to the right, jump across the gap, and move right into Room 12.
- **Room 12:** Walk onto the pressure plate, then carefully step to the end of the ledge and jump to the right. Grab onto the ledge as you fall, pull yourself up, and move right into Room 13.

- **Room 13:** Move right into Room 14.
- **Room 14:** Move right into Room 15, but watch out for the spikes on the right side of the room.
- **Room 15:** Move right into Room 16, again watching out for spikes in the floor.
- **Room 16:** Carefully step (or run) past the slicers, then climb up the ledges on the right side of the room into Room 8.
- **Room 8:** Climb up and walk right onto the pressure plate. Turn around, carefully step to the end of the ledge, and jump to the left. Carefully step to the left side of the ledge and jump left again.
- **Room 7:** Lower yourself off the ledge, into the lower-right corner of the room, and drop into Room 15.
- **Room 15:** Move right into Room 16.
- **Room 16:** Move right and walk onto the pressure plate, then get a running start to the left and run into Room 15.
- **Room 15:** Keep running and jump left across the gap. Move left into Room 14.
- **Room 14:** Carefully step to the end of the ledge onto the pressure plate, then jump left and grab onto the ledge. Pull yourself up and move left into Room 13.
- **Room 13:** Move all the way to the left and climb up into Room 5.
- **Room 5:** Move left into Room 4.
- **Room 4:** Trip the pressure plate to open the exit, then move right into Room 5.
- **Room 5:** Climb down into Room 13.
- **Room 13:** Move right into Room 14.



When you trip the pressure plate in Room 4, you'll open the exit.

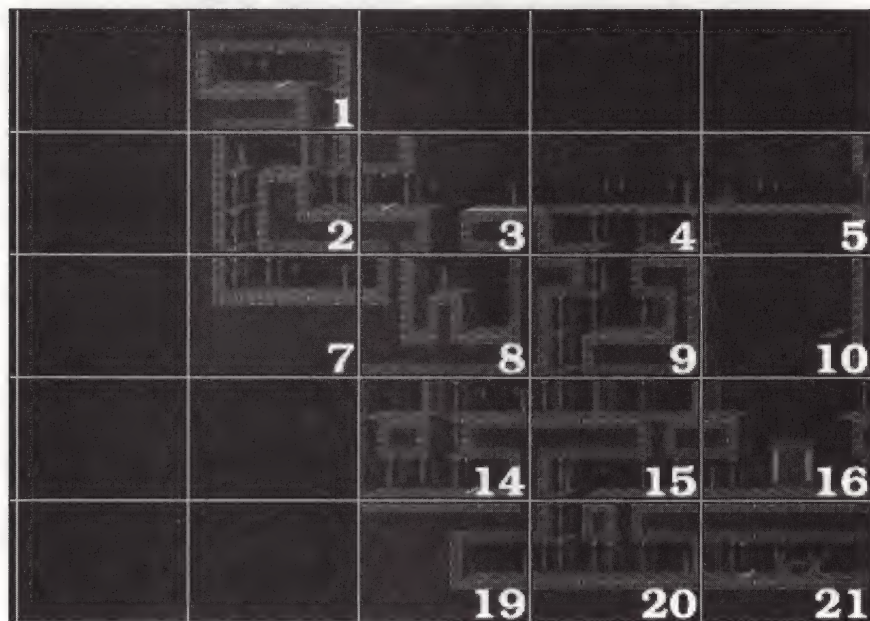
- **Room 14:** Stand still and wait for Jaffar to appear. He'll use his magic to close the gate on your left and trap you. Don't panic! In a few moments, a cute little mouse runs onto the screen and trips the pressure plate to open the gate on your right. Carefully step to the end of the ledge, then hang down and drop to the floor. Move right into Room 15 (watch out for the spikes).
- **Room 15:** Move right into Room 16, again watching out for spikes in the floor.
- **Room 16:** Carefully step (or run) past the slicers, then climb up the ledges on the right side of the room into Room 8.
- **Room 8:** Climb up and walk right onto the pressure plate. Turn around, carefully step to the end of the ledge, and jump to the left. Carefully step to the left side of the ledge and jump left again.



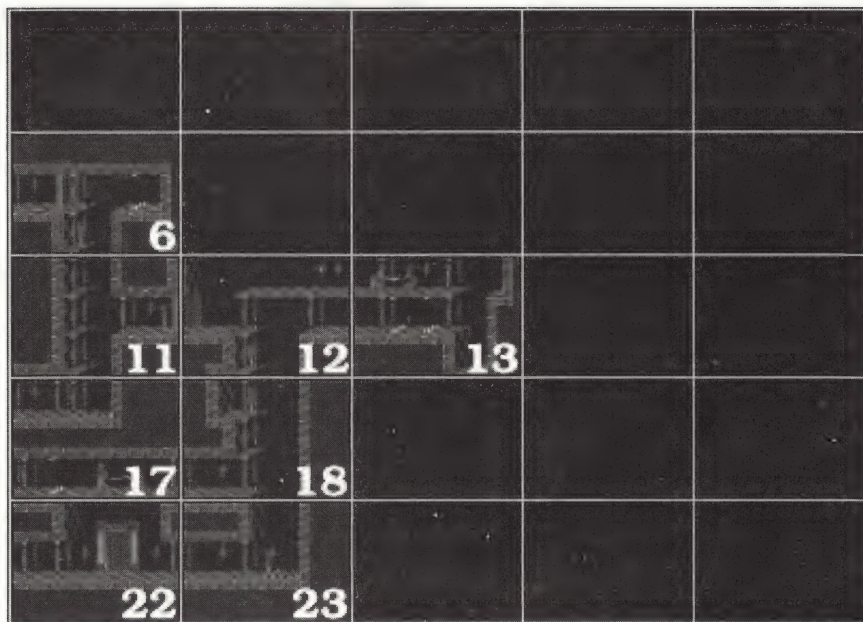
What a cute little albino mouse! This rodent saves your hide after Jaffar locks you between the gates.

- **Room 7:** Move left into Room 6.
- **Room 6:** Run past the slicer (you can't carefully step or the treadmill will push you back into it) and about halfway across the treadmill, then stop so that you draw your sword. Move left until the guard is on your right and defeat him. (He may also be chomped by the slicer.) Move left into Room 5.
- **Room 5:** Let the treadmill take you almost to the end of the ledge and jump left to the gate. Trip the pressure plate to open the gate and move left into Room 4.
- **Room 4:** Go through the exit to finish the level.

Level 14



- **Room 22:** Move left into Room 21.
- **Room 21:** Defeat the guard and move left into Room 20. (If the gate closes, trip the pressure plate on the right side of the room.)
- **Room 20:** Move to the left (watch out for spikes) and into Room 19.
- **Room 19:** Drink the Potion and move right into Room 20.
- **Room 20:** Climb up into Room 15.
- **Room 15:** Jump right across the gap and move right into Room 16.
- **Room 16:** Move right into Room 17.
- **Room 17:** Defeat the guard and move right into Room 18.



- **Room 18:** Carefully step to the end of the ledge (but not onto the collapsing floor tile) and climb up into Room 12. Stop to drink the Potion along the way.
- **Room 12:** Finish climbing up, then take one careful step to the left, turn right, and climb up to the highest ledge. Move right into Room 13.
- **Room 13:** Defeat the guard, then get a running start and jump right onto the pressure plate. Quickly turn left, take a careful step, and jump left, then run into Room 12.
- **Room 12:** Carefully step to the edge, then jump left and grab onto the ledge. Drop onto the same ledge as the gate and take two careful steps to the left, then jump left and underneath the gate. Move left into Room 11.

- **Room 11:** Jump across to the small ledges on the left and climb down into Room 17.

- **Room 17:** Get a running start to the left and run into Room 16. As soon as you enter Room 16, turn to the right and keep running. You should cause the floor tile to drop to the bottom of Room 16 and hit the pressure plate, opening the gate in the upper-left corner of Room 16. If you fall with the floor tile, grab onto the ledge and pull yourself up. Once you've caused the floor tile to drop, climb up into Room 11.

- **Room 11:** Climb up into Room 6.

- **Room 6:** Climb up to the highest ledge, then turn right. Jump right and you'll land just left of the slicer. Carefully step past the slicer and trip the pressure plate. Carefully step left, past the slicer and to the end of the ledge, then jump left and move left into Room 5.

- **Room 5:** Run into the middle of the room (two floor tiles fall behind you) and stop so that you draw your sword. Defeat the guard and move left into Room 4.

- **Room 4:** Run to the far left side of the room (two floor tiles fall behind you), then turn right and climb down. Jump across to the Potion and drink it, then climb back to the treadmill on the far left side of the room and move left into Room 3.

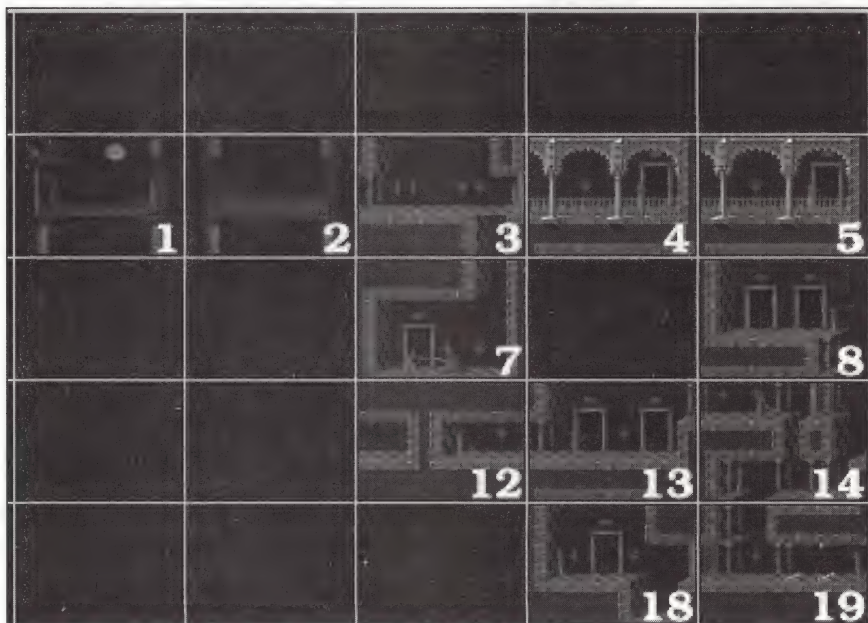
- **Room 3:** Let the treadmill take you almost to the end of the ledge and jump left. Hang off the ledge and drop into Room 8.

- **Room 8:** Move right and drink the HP Potion, then climb to the ledge in the middle of the room. Carefully step to the left end of the ledge and jump left. You'll jump through the wall! Move left into Room 7.

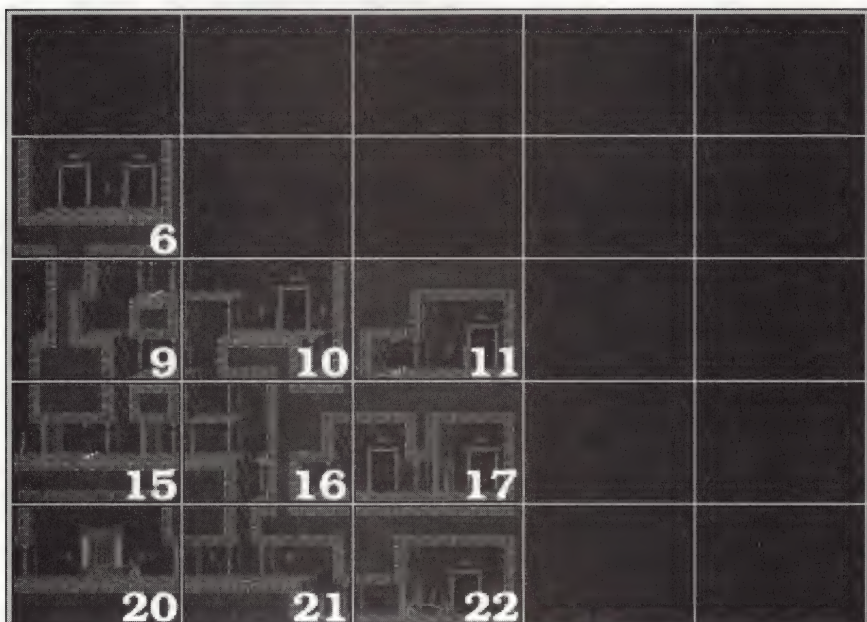
- **Room 7:** Climb up into Room 2.

- **Room 2:** Climb to the highest ledge, then turn right and jump across to the gate. Trip the pressure plate to open the gate, then move right into Room 3.
- **Room 3:** Get a running start and jump onto the treadmill, then keep running right into Room 4.
- **Room 4:** Climb down into Room 9.
- **Room 9:** Climb down into Room 15. Do **not** drink the Potion!
- **Room 15:** Move left into Room 14.
- **Room 14:** Climb to the bottom of the room. Step past the slicer and walk onto the pressure plate to open the gate. Move past the slicer and climb to the top of the room. Turn left and step into the gap; grab the ledge and pull yourself up before the gate closes. Move to the left and trip the pressure plate, then turn to the right, squat, and hop underneath the gate. Grab the ledge as you fall, then climb up and move right into Room 15.
- **Room 15:** Run right and get underneath the gate before it closes. If you don't make it, return to Room 14 and repeat the steps above. Once past the gate, move right into Room 16.
- **Room 16:** Carefully step to the end of the ledge, drop to the bottom of the room, and walk through the exit to finish the level.

Level 15



- **Room 20:** Defeat the guard and move left into Room 19.
- **Room 19:** Step past the slicers and climb up into Room 14.
- **Room 14:** Move right into Room 15.
- **Room 15:** Carefully step onto the pressure plate to the right of the left gate. Jump through the slicer, then carefully step through the spikes and move right into Room 16.
- **Room 16:** Carefully step off the ledge, then grab onto the small ledge and climb down to the lowest small ledge. Drop down into Room 21.
- **Room 21:** Move right into Room 22.
- **Room 22:** Defeat the guard and walk through the magic door. You'll teleport to Room 13.



- **Room 13:** Move right into Room 14.
- **Room 14:** Defeat the guard, then move left into Room 13.
- **Room 13:** Walk through the magic door on the right. You'll teleport to Room 10.
- **Room 10:** Climb to the ledge in the upper-left corner of the room, then walk (don't run) into Room 9.
- **Room 9:** Step past the slicer and jump left. You'll land on the pressure plate. Carefully step right and drop off the ledge, then grab the next ledge as you fall. Pull yourself up and carefully step into Room 10.
- **Room 10:** Lower yourself off the ledge and drop into Room 16.
- **Room 16:** Climb to the bottom of the room, then lower yourself off the small ledge and drop into Room 21.

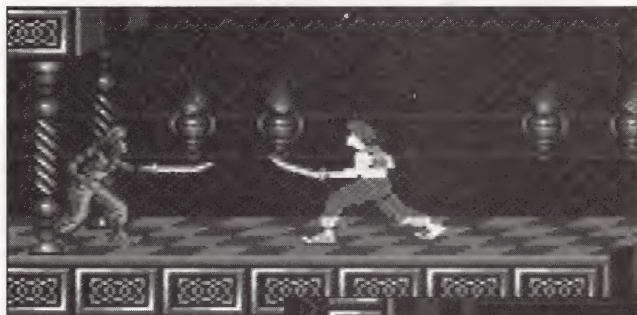
- **Room 21:** Move right into Room 22.
- **Room 22:** Walk through the magic door to teleport into Room 13.
- **Room 13:** Move right into Room 14.
- **Room 14:** Walk right and carefully step to the end of the ledge. Jump right and climb up into Room 8.
- **Room 8:** Climb up to the magic doors, then carefully step to the end of the ledge and jump right.
- **Room 9:** Grab onto the ledge and pull yourself up. Turn left, carefully step to the edge, and jump back to the left.
- **Room 8:** Grab onto the ledge and climb up to the magic doors. Walk through the magic door on the left to teleport into Room 17.
- **Room 17:** Move left into Room 16.
- **Room 16:** Drink the Potion and move right into Room 17.
- **Room 17:** Go through the magic door on the right to teleport into Room 11.
- **Room 11:** Step past the slicer and walk onto the pressure plate, then move right and go through the magic door to teleport into Room 17.
- **Room 17:** Go through the magic door on the left to teleport into Room 8.
- **Room 8:** Go through the magic door on the right to teleport into Room 7.
- **Room 7:** Defeat the guard, then run to the far right side of the room until you're hidden behind the wall. Press Up and you'll climb onto a hidden ledge. Move right into Room 12.
- **Room 12:** Drink the HP Potion and move left into Room 7.
- **Room 7:** Go through the magic door to teleport into Room 8.
- **Room 8:** Climb down into Room 14.

- **Room 14:** Climb onto the ledge with the gate and drop to the bottom of the room, then move left and climb down into Room 19.
- **Room 19:** Move left into Room 18.
- **Room 18:** Carefully step to the end of the ledge and jump left. Grab onto the ledge, pull yourself up, and go through the magic door to teleport into Room 7.
- **Room 7:** Go through the magic door on the left to teleport into Room 6.
- **Rooms 6, 5, 4, 3, 2:** Run left into Room 1.
- **Room 1:** Jaffar's back! This time, he uses his magic to destroy the bridge. Now what? Move right into Room 2.
- **Room 2:** Move right into Room 3.



"I like you, Jaffar. That's why I'm going to kill you last."

• **Room 3:** Your mirror image appears and pulls out his sword! Don't fight him. Press Down on the control pad to put away your sword and the mirror image does the same. Move right and you'll reunite with the mirror image. Now turn left and run into Room 2.



The ghost of Levels past. Put away your sword and run into your mirror image for a happy reunion.



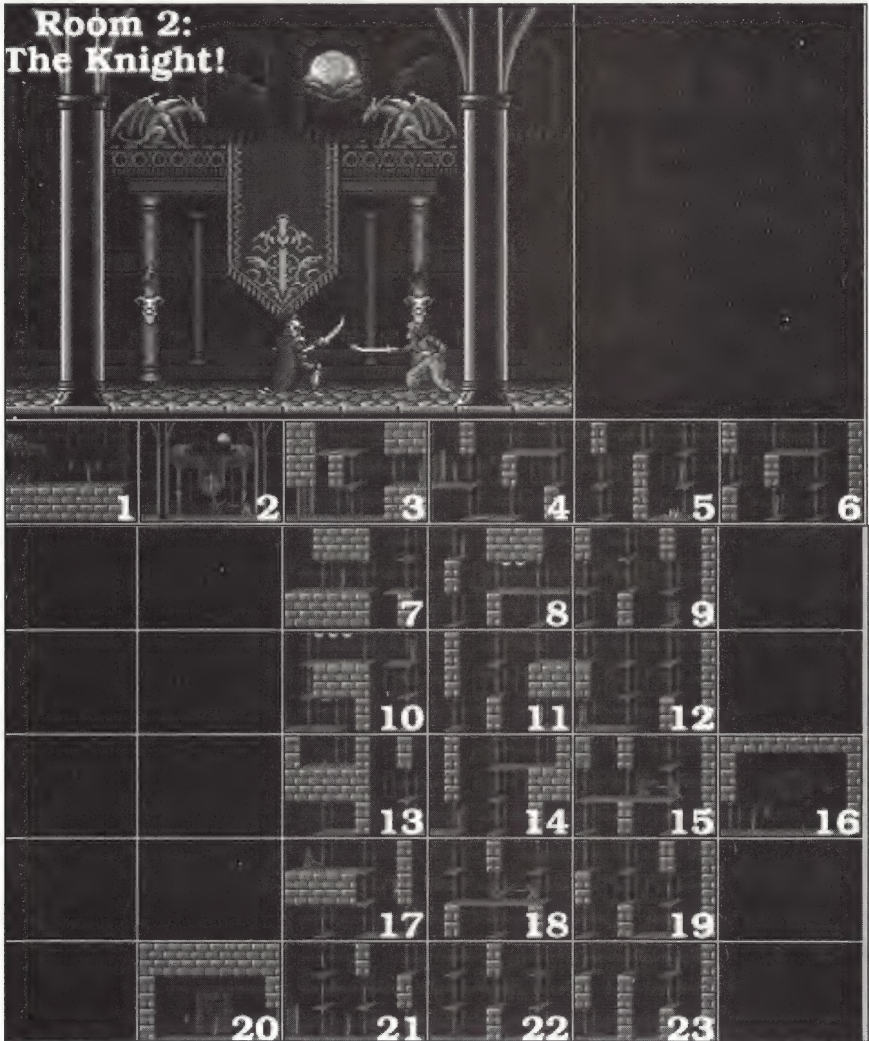
• **Room 2:** Run left into Room 1.

• **Room 1:** Run left and invisible tiles will form underneath you to prevent you from falling. Run left into the tower to finish the level.

Run across the gap after reuniting with the ghost.



Level 16



- **Room 20:** Move right into Room 21.
- **Room 21:** Move right into Room 22. Watch out for the spikes on the right side of the room.
- **Room 22:** Climb onto the ledge in the middle of the room

(watch for the spikes), take one careful step to the right, and jump right onto the small ledge. Climb up to the next small ledge, then turn right, take a careful step, and jump right into Room 23.

- **Room 23:** Jump right, take a careful step, and jump right again. You should be on the small ledge in the upper-right corner of the room. Climb up into Room 19.

- **Room 19:** Climb up to the small ledge, take a careful step to the left, and jump left. Climb up to the next small ledge and jump left. Take a careful step to the left and jump left into Room 18.

- **Room 18:** Defeat the guard and climb up into Room 14.

- **Room 14:** Jump right onto the small ledge, then climb up to the long ledge in the upper-right corner. Run all the way to the right (two floor tiles collapse behind you), then climb up into Room 11.

- **Room 11:** Move right into Room 12.

- **Room 12:** Walk to the right and climb up onto the first small ledge. Take a careful step to the right and jump right. Lower yourself off the right side of the ledge and drop into Room 15.

- **Room 15:** Grab the ledge as you fall, then drop onto the guard's ledge and defeat him. Carefully step to the end of the ledge, then jump right. Press A to grab and you'll latch onto a hidden ledge as you fall. Pull yourself up and move right into Room 16.

- **Room 16:** Drink the inconspicuously labeled Potion of Warp to teleport to Room 4.

- **Room 4:** Move right and drop onto the ledge at the bottom of the room, then lower yourself off the left side of the ledge and drop into Room 7.

- **Room 7:** Defeat the guard, then run to the right end of the ledge (two floor tiles collapse behind you). Climb up to the

small ledge, take a careful step to the right, and jump right into Room 8.

- **Room 8:** Take a careful step to the right and lower yourself off the ledge. Drop and grab the next ledge down. Pull yourself up, take a careful step to the left, and jump left into Room 7. You'll hit the wall and drop into Room 10.

- **Room 10:** Grab the ledge as you fall and pull yourself up. Take a careful step to the left, then jump left across the gap. Step past the blades, then climb down to the lower-left corner of the room. Move right and run past the smasher, then climb down into Room 13.

- **Room 13:** Drink the HP Potion, then climb up into Room 10.

- **Room 10:** Run past the smasher, but don't run into the spikes! Climb to the top of the room and step past the blades, then carefully step to the end of the ledge and jump right. Climb down to the lower-right corner of the room and drop into Room 13.

- **Room 13:** Grab the ledge as you fall, then move right into Room 14.

- **Room 14:** Jump right onto the small ledge, then climb up two small ledges. Take a careful step to the right and then jump right. Climb up into Room 11.

- **Room 11:** Move right into Room 12.

- **Room 12:** Walk to the right and climb up two small ledges. Take a careful step to the right and jump right. Climb up into Room 9.

- **Room 9:** Climb up, take a careful step to the left, and jump left. Climb up into Room 6.

- **Room 6:** Take a careful step to the right and jump right. Climb up to the long ledge at the top of the room. Take one careful step to the left, then jump left. Jump left again and grab onto the ledge as you fall. Pull yourself up, take a careful step to the left, and jump left into Room 5.

- **Room 5:** Take a careful step left and climb up one ledge. Turn left and jump left. Take a careful step left and jump left. Grab the ledge as you fall. Pull yourself up, take a careful step left, and jump left into Room 4.

- **Room 4:** Climb up to the long ledge. Run past the smasher, then carefully step to the end of the ledge. Lower yourself off the ledge and drop to the bottom of the room. Walk left onto the pressure plate, then climb up to the ledge with the gate and move left into Room 3.

- **Room 3:** Climb up to the ledge at the top of the room. Walk left, past the pressure plate and onto the floor tile. You'll fall and take damage, but the spikes won't kill you. Move left into Room 2.

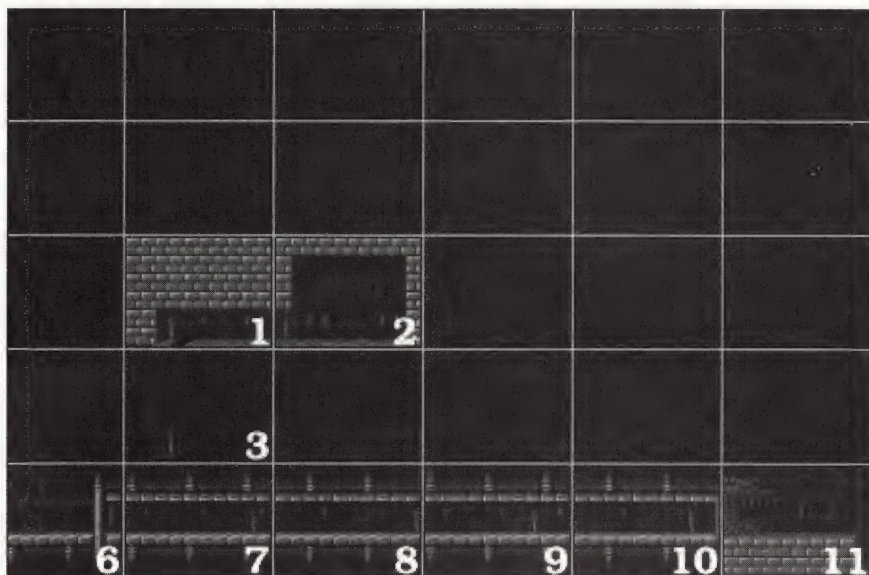
- **Room 2:** Defeat the Knight and move left into Room 1.

- **Room 1:** Climb up and run left into the snake's head to finish the level.

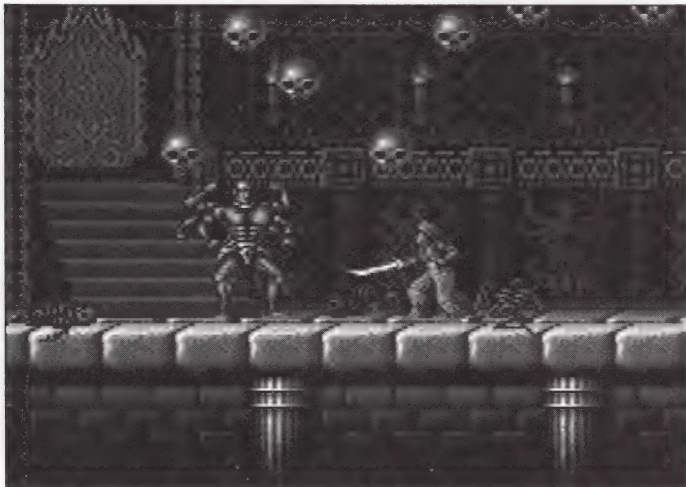
Level 17



- **Room 10:** Move left into Room 9. Watch for the spikes on the left side of the room.
- **Room 9:** Move left into Room 8. Squat and hop underneath the swinging trap.
- **Room 8:** Squat and hop past the swinging trap, then move underneath the crack in the roof and jump up to grab onto a hidden ledge. Pull yourself up and climb up into Room 3.
- **Room 3:** Climb up into Room 1.
- **Room 1:** Move right into Room 2.
- **Room 2:** Drink the HP Potion and move left into Room 1.
- **Room 1:** Climb down into Room 3.
- **Room 3:** Climb down into Room 8.
- **Room 8:** Move left into Room 7.
- **Room 7:** Move left into Room 6. Squat and hop underneath the swinging trap.
- **Room 6:** Move left into Room 5.



- **Room 5:** What a weird creature! It attacks by hopping into the air, and while it attacks, huge skulls tumble at you from the top of the room. Stand about three sword lengths from

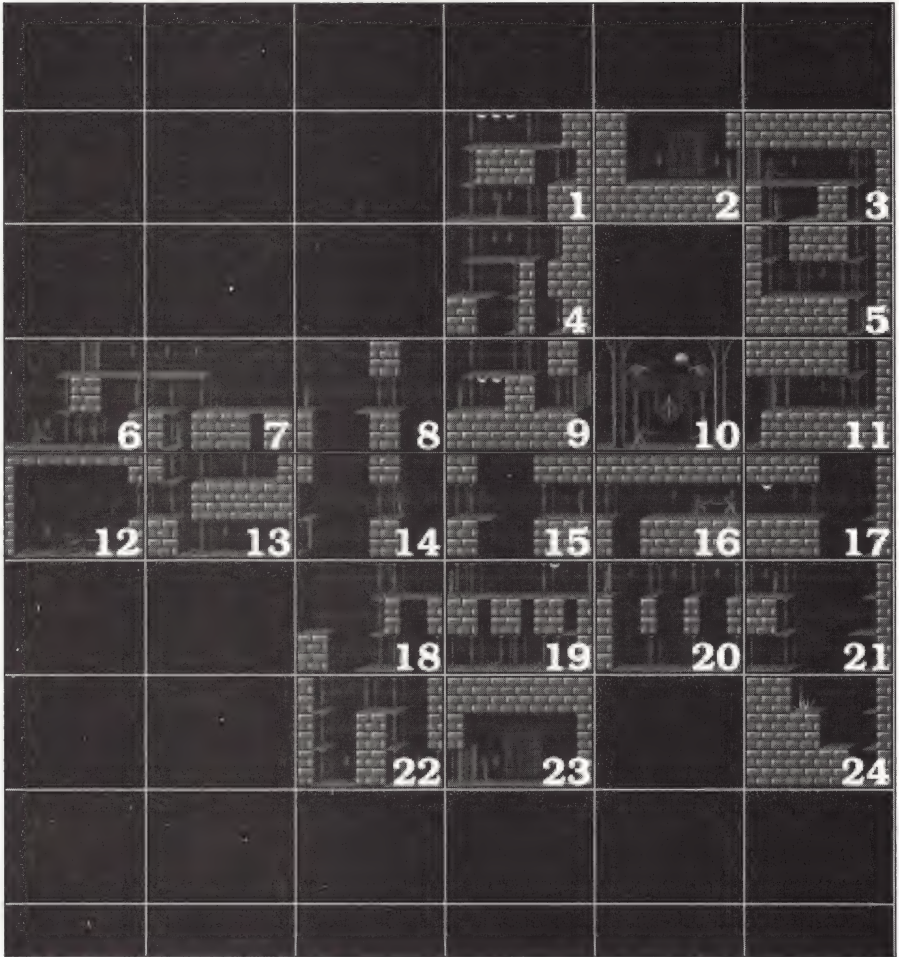


*Dodge the falling skulls and give
the creature a few good whacks.*

the creature and hit it with your sword when it lands. Back away from the creature to avoid the falling skulls. When the creature turns blue, you've defeated it. Run left into Room 4.

- **Room 4:** Run left into the snake's head to finish the level.

Level 18



- **Room 23:** Run right onto the pressure plate, then run left into Room 22.
- **Room 22:** Climb up into Room 18.
- **Room 18:** Climb up to the ledge at the top of the room and move right into Room 19.
- **Room 19:** Carefully step to the right until the floor tile falls.

Grab onto the ledge, pull yourself up, and carefully step to the right until a second floor tile falls. Grab the ledge, but this time, let yourself drop. Move all the way to the right and jump to hit the floor tile. When the floor tile drops, move left into Room 18.

- **Room 18:** Climb up to the ledge at the top of the room and jump across the gap. Get a running start into Room 19.

- **Room 19:** Jump from the end of the ledge, over the spikes, and grab onto the ledge on the right. Pull yourself up, step past the slicer, and move right into Room 20.

- **Room 20:** Jump across the small ledges (use careful steps to the right before each jump) and into Room 21.

- **Room 21:** Get a running start to the right and jump from the end of the ledge. Grab onto the ledge as the floor tile collapses, then climb up into Room 17.

- **Room 17:** Climb to the highest small ledge. Turn left, take a careful step, and jump left. Grab onto the ledge and pull yourself up. Step past the blade and move left into Room 16.

- **Room 16:** Defeat the guard, then jump across the gap. Carefully step into Room 15.

- **Room 15:** Time to pull off a tough series of jumps. Get a running start to the left, then jump to the left, keep running and jump left again into Room 14. Keep running and jump left once more. All these jumps have to be from the ends of the ledges; if they aren't, they won't be long enough. After the last jump, you'll be falling toward the gate with the floor tile above it. Don't grab onto the tile, but wait until you fall past it and then press A to grab the ledge below the gate. Pull yourself up and move left into Room 13. Remember, this is a very difficult jump, so if you blow it, just restart the level and try again.

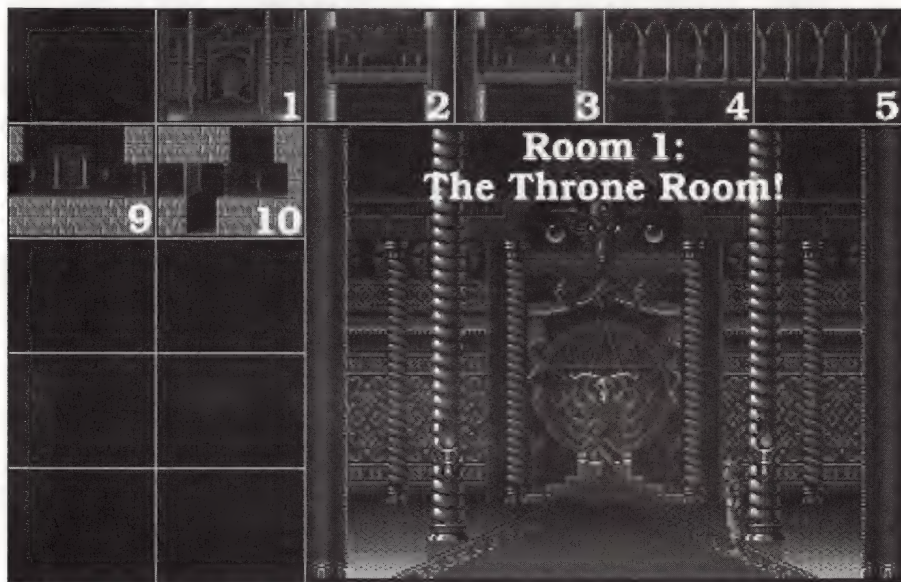
- **Room 13:** Move left into Room 12.

- **Room 12:** Defeat the skeleton and drink the Potion on the right, which is an HP Potion. **Don't** drink the Potion on the left, which will kill you instantly. The skeleton will get up

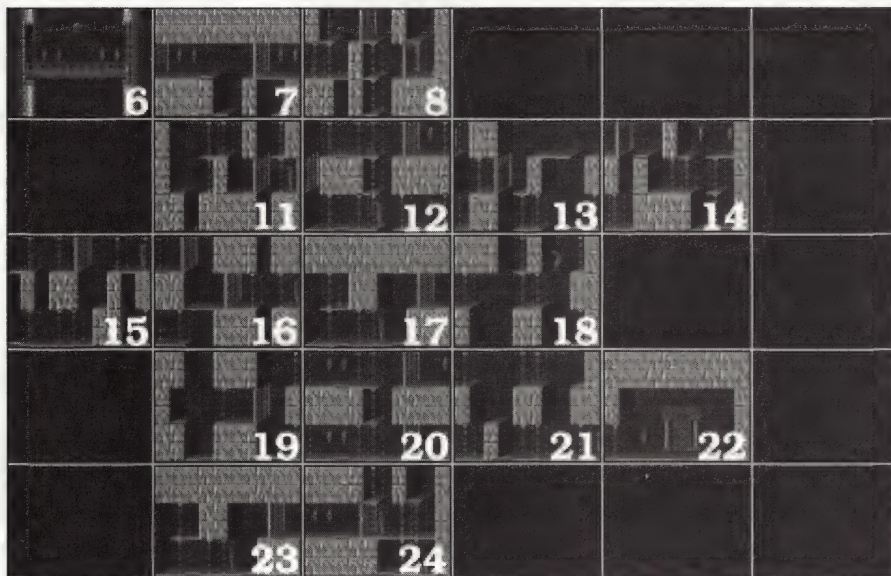
again, so knock it out, then jump up to the ledge and move right into Room 13.

- **Room 13:** Climb up into Room 7.
- **Room 7:** Move left into Room 6.
- **Room 6:** Defeat the guard, then move all the way to the left and walk onto the pressure plate. (Try to kill the guard so that his body lands on the pressure plate.) Climb up to the gate and move right into Room 7.
- **Room 7:** Get a running start to the right and jump to the right, over the sparkle. Run to the right into Room 8.
- **Room 8:** Keep running and jump right across the gap. Carefully step to the end of the ledge and jump right into Room 9.
- **Room 9:** Grab onto the ledge and pull yourself up, then climb up into Room 4.
- **Room 4:** Climb up into Room 1.
- **Room 1:** Defeat the guard, then climb to the top of the room. Step past the blades, then run all the way to the right. A floor tile collapses behind you. Climb down to the Potion, then hang off the ledge and drop into Room 4.
- **Room 4:** Grab the ledge as you fall, then drop to the next ledge down. Grab on again, then drop into Room 9.
- **Room 9:** Move right into Room 10.
- **Room 10:** Defeat the Knight, then move right into Room 11.
- **Room 11:** Climb up into Room 5.
- **Room 5:** Climb up the ledges on the left into Room 3.
- **Room 3:** Jump across to the right and walk onto the pressure plate, then climb down into Room 5.
- **Room 5:** Climb up the ledges on the right into Room 3.
- **Room 3:** Move left until the guard is on your right, then move left into Room 2. The exit is so close, why bother fighting this geek?
- **Room 2:** Go through the exit to finish the level.

Level 19



- **Room 22:** Move left into Room 21.
- **Room 21:** Step through the spikes, then move left into Room 20.
- **Room 20:** Jump to the left, over the pressure plate in front of the gate, then move left until a floor tile collapses. Climb down into Room 24.
- **Room 24:** Climb down to the gate, then move right until the floor tile collapses. Move left onto the pressure plate, then move back to the right and climb back up to the ledge with the gate. Jump up and grab the next ledge, but don't actually climb up. Run left, through the gate, and jump just before you enter Room 23.
- **Room 23:** Run all the way to the left and climb up to the ledge. Walk right to make the floor tile collapse, then move right into Room 24.
- **Rooms 24, 20, 17:** Climb up into Room 12.



- **Room 12:** Climb to the highest ledge in the room, then walk left onto the pressure plate to open the gate. Jump across the gap to the right and run into Room 13.
- **Room 13:** Grab the ledge as you fall and pull yourself up. Jump right across the gap and climb down to the lowest ledge. Carefully step to the end of the ledge and jump right. Move right into Room 14.
- **Room 14:** Turn left and walk back into Room 13.
- **Room 13:** Carefully step left and jump left across the gap. Take one careful step left, then turn right and climb to the highest ledge. Run right and jump across the gap into Room 14.
- **Room 14:** Grab the ledge as you leap through the gate. Pull yourself up, then move right. Climb to the ledge in the upper-right corner of the room. Carefully step onto the floor tile on the far right, then turn left and grab the ledge as the floor tile collapses. Move back to the upper-left corner of the room and jump through the gate into Room 13.

- **Room 13:** Take a careful step to the left and jump left. Grab the ledge as you fall and pull yourself up. Take another careful step to the left and jump left again. Grab the ledge as you fall, pull yourself up, and move left into Room 12.

- **Room 12:** Jump left across the gap, then climb down into Room 17.

- **Room 17:** Move left into Room 16.

- **Room 16:** Jump across the gap and run left until you hit the wall. Climb up to the gate and carefully step left into Room 15.

- **Room 15:** Carefully step left onto the floor tile and grab the ledge as the tile falls out from under you. Climb to the bottom of the room and walk onto the pressure plate in the lower-left corner. Run back to the right (watch out for the spikes) and climb to the ledge on the right side of the gate. Turn and jump to the left before the gate closes. Jump across to the ledge in the upper-left corner, then carefully step onto the loose floor tile. Turn right and grab the ledge as the floor tile collapses. Jump back to the ledge on the right side of the gate and lower yourself off the edge. Drop to the lower-right corner of the room and move right into Room 16.

- **Room 16:** Carefully step to the end of the ledge, lower yourself down, and drop into Room 19.

- **Room 19:** Grab the ledge as you fall. Pull yourself up, turn right, and jump right across the gap. Move right into Room 20.

- **Rooms 20, 17:** Climb up into Room 12.

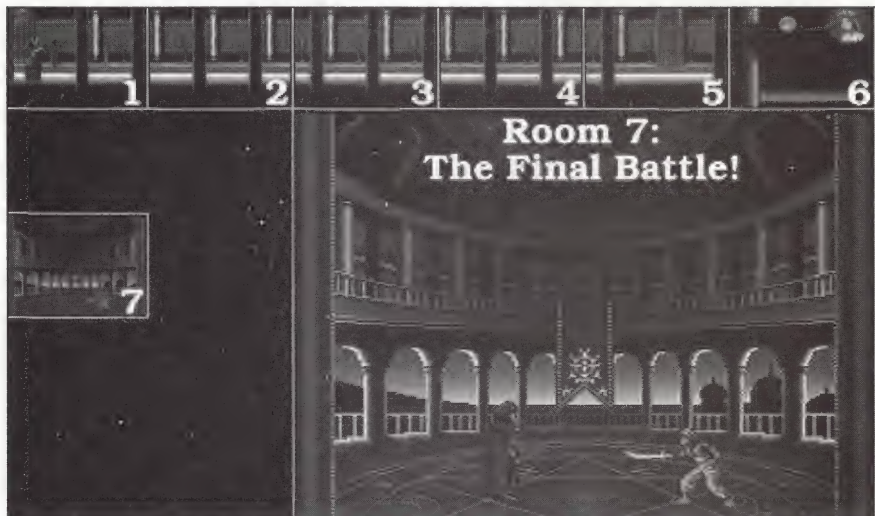
- **Room 12:** Climb to the highest ledge in the room, then carefully step to the left end of the ledge. Jump left and grab the ledge as you fall. Pull yourself up and walk left into Room 11.

- **Room 11:** Climb up into Room 7. Watch out for the collapsing floor tile on the right side of the gate.

- **Room 7:** The moment you appear in the room, climb back down into Room 11.

- **Room 11:** Climb down and jump left through the gate. Climb up and run all the way to the left. The floor tile will collapse, but you won't take damage. Turn right and jump across the gap, then climb up into Room 7.
- **Room 7:** Climb up onto the pressure plate to open the gate on the right. Jump across the gap and move right into Room 8.
- **Room 8:** Get a running start to the right, then turn left just before you hit the wall to make the floor tile collapse. Grab onto the ledge (if you fall) or lower yourself off the ledge (if you don't) and drop into Room 12.
- **Room 12:** Walk to the right and climb up into Room 8.
- **Room 8:** Climb up and jump across to the HP Potion. Drink it, then move left, jump across the gap, and climb down into Room 12.
- **Room 12:** Carefully step to the left end of the ledge. Jump left and grab the ledge as you fall. Pull yourself up and walk left into Room 11.
- **Room 11:** Climb up into Room 7.
- **Room 7:** The moment you appear in the room, climb back down into Room 11.
- **Room 11:** Climb down and jump left through the gate. Climb up into Room 7.
- **Rooms 7, 6, 5, 4, 3, 2:** Run left into Room 1.
- **Room 1:** You're in Jaffar's throne room, but he's not going to fight you. Instead, you'll battle against all of the enemies you've faced before: guard, skeleton, Amazon, fat guard, and knight. Once you've slaughtered all of the enemies, Jaffar activates a trap door that drops you into Room 10.
- **Room 10:** Move right and trip the pressure plate, then get a running start to the left and jump across the gap. Move left into Room 9.
- **Room 9:** Go through the exit to finish the level.

Level 20

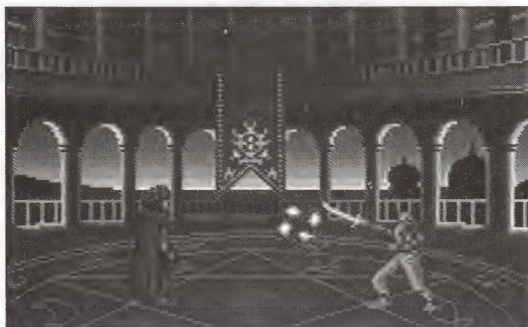


- **Room 5:** Move right into Room 6.
- **Room 6:** Stand next to the window until a vision of the Princess appears. Schwing! What a babe! Move left into Room 5.

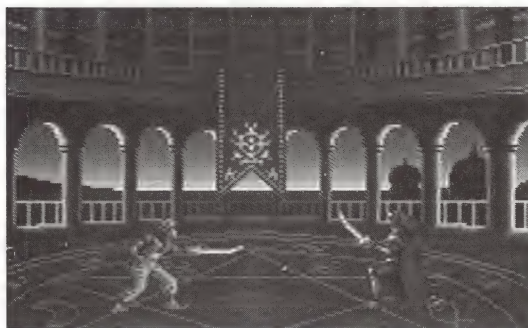


The lovely Princess. Hubba hubba! Schwing! Etc.

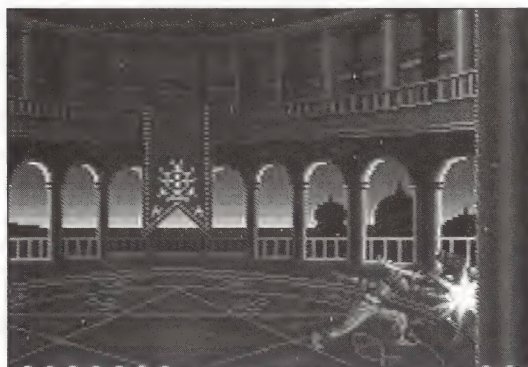
- **Rooms 5, 4, 3, 2:** Run left into Room 1.
- **Room 1:** Jaffar appears and uses his magic to teleport you to Room 7.
- **Room 7:** Jaffar starts his attack by shooting magical bolts



at you. Block the bolts and swat Jaffar with your sword. Don't let too many bolts hit you, or you'll be the victim of a brutally funny death sequence!



- When Jaffar runs out of energy, he'll recharge himself, stop his magical attacks, and come after you with his sword. Try to pin Jaffar against the edge of the screen as you did against the fiends in Level 19. If you can do this, you'll win easily.



- Defeat Jaffar and you'll teleport back to Room 1. Run left and get ready for a very spiffy ending sequence, with cool "fade-out" effects and a long list of programmer credits.

Block Jaffar's magical bolts, then trap him against the side of the screen.

THE SECRETS

HP Potions

You start the game with three Hit Points, indicated by the jars in the lower-left corner of the screen. By drinking HP Potions during the game, you can increase your Hit Points. There are seventeen HP Potions in the game, but you can only have a maximum of 15 Hit Points by the time you reach Level 20 and battle Jaffar. There are four levels that don't have HP Potions: 1, 8, 9, and 20. All the other levels have one HP Potion, and Level 3 has two HP Potions. Here are directions to finding some of the HP Potions in the first ten levels; refer to the Walkthroughs for directions to the Potions in Levels 11 through 20.

Level 3

You know that pressure plate on a high ledge in the upper-right corner of the level? Jump to the right, off the pressure plate, and you'll land on a long ledge. Punch through the loose plate in the roof and climb up into the room with an HP Potion.

Level 5

Go one room to the right of the room where you have to jump through the mirror. (See Questions and Answers if you don't know what this is referring to.) Position yourself to the left of the slicer, then get a running start and leap to the right. Press A and you'll grab onto a hidden ledge. Pull yourself up, then move right into a hidden room with the HP Potion. The other trick is getting out of the hidden room. Get a running start and jump to the left when you reach the left side of the room.

Level 6

These directions start from the second guard you encounter. Defeat the guard and move right one screen. Get a running

start and leap across to the ledge on the right. Walk onto the pressure plate, then carefully step back to the left. Hang off the ledge and drop down into the next screen. Grab onto the next ledge and pull yourself up, then go right one screen. Jump across the pit, then hang down the right side of the pit and drop down to the ledge in the middle of the screen. Carefully step to the left, hang off the ledge, and drop down into the next screen. Grab onto the next ledge and pull yourself up. The HP Potion is just to your right. Drink it, then climb back up to the ledge in the middle of the screen. Carefully step off the left side of the ledge and grab onto the next ledge down. Pull yourself up and walk left, **through** the wall into the next screen. Tricky!

Level 7

These directions start from the room where your mirror image chugs the first HP Potion. Climb up to the ledge where the mirror image appeared and move right into the next room. Go right and climb up two rooms. Move to the left and jump up to hit the loose tile. When the tile falls down, climb up to the next ledge and move to the far left side of the screen. Press Up and you'll grab an invisible ledge. Pull yourself up and run left into the Potion room.

CHAPTER

9

Rampart

by Electronic Arts



Game Type	Arcade/Strategy
Difficulty	Average
Players	1-2 (Simultaneous)
Game Save	Passwords

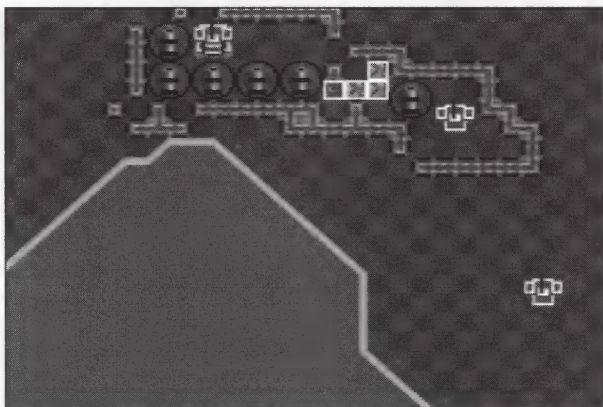
INTRODUCTION

Rampart is an Atari Games coin-op that combines an arcade shoot-'em-up sequence with a strategy sequence reminiscent of Tetris. Electronic Arts has brilliantly converted Rampart to the Super NES and added a new challenge: Super Rampart, with new power-ups, new enemies, and brilliant use of Mode 7 scaling and rotation! Ready, aim, fire!

STRATEGY SESSION

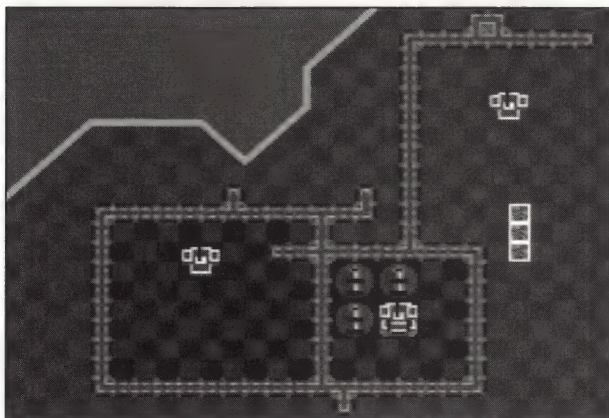
General Strategies

- Choose a castle with plenty of space on all sides. In the advanced levels, choose castles in the middle of the screen so you can effectively shoot at Ships no matter where they're coming from.



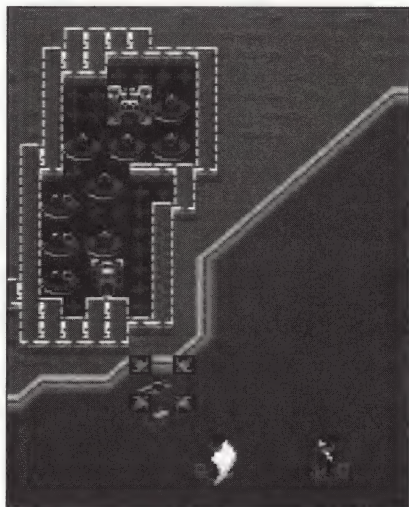
*Don't build against the water
or the edge of the screen.*

- Don't build walls against the edge of the screen or against water, because it's extremely hard to repair damage done to these walls. Especially avoid placing a wall into a corner. Single pieces are usually the only way to repair the damage, and in advanced levels, you won't get many of them.
- Selecting the proper enemy targets is crucial. Always aim for Grey and Red Ships before White Ships; closer Ships before faraway Ships; and slower ships before faster ships. The Grey and Red Ships are more dangerous than White Ships, so you want to eliminate them quickly. Closer Ships are a more immediate threat to your castles. Slow Ships are easier to sink than fast-moving Ships.



Build spacious castles to give yourself plenty of room for new cannons.

- When you're enclosing castles, be sure to leave space for extra cannons.
- In some cases, you may find it prudent to actually destroy your own walls to make your job easier during the Repair Phase, especially walls with single holes.
- If you've got a Wall Section that doesn't fit where you need it, get rid of it. Put it in another hole or start enclosing another castle with the Section.
- If a Wall Section doesn't fit **into** a hole, perhaps it fits **over** the hole. Turn the Section to see if you can lay it across the gap and close it up.
- Place your cannons as close to the water as possible. Your cannonballs



The closer your cannons are to water, the faster you can fire.

will be in the air less time, which means you can fire more often and hit more enemy Ships during the Combat Phase.

- Here's a super-cool tip for those of you with a rapid-fire controller (such as the asciiPad). Set the A button to rapid-fire during the Combat Phase and you can unleash devastating cannonball volleys. Just make sure to turn off the rapid-fire during the Repair Phase.

Two-Player Strategies

- Blow lots of small holes in your opponent's wall instead of destroying entire sections. Holes are hard to fill, but entire walls are easy to rebuild.
- Aim for your opponent's closest castles. This way, your cannonballs will be in the air for a shorter period of time, and you'll be able to fire off more shots.

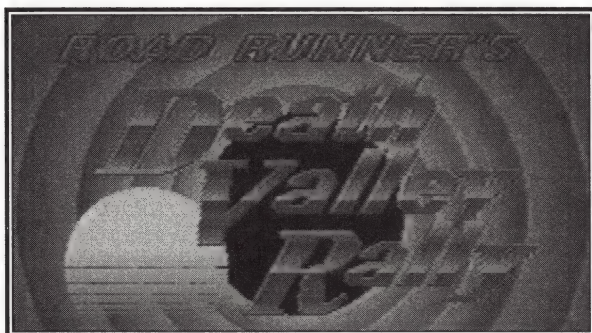


The extremely satisfying victory sequence, earned when you thrash your opponent.

- Concentrate your fire on the enemy castle with the most cannons. Getting rid of your opponent's firepower is essential to winning the battle.

Road Runner's Death Valley Rally

by Sunsoft



Game Type	Arcade
Difficulty	Hard
Players	1
Game Save	None

INTRODUCTION

You knew—you just **knew**—that someone was going to release a Super NES game with a character that moved as fast as Sega's blue speedster, Sonic the Hedgehog. What you probably **didn't** know is that it would be the Road Runner! Help Double-R escape the clutches of Wile E. Coyote ("Hungarius Uncontrollibus") and his Acme contraptions by zipping through five levels and twenty stages of action!



STRATEGY SESSION

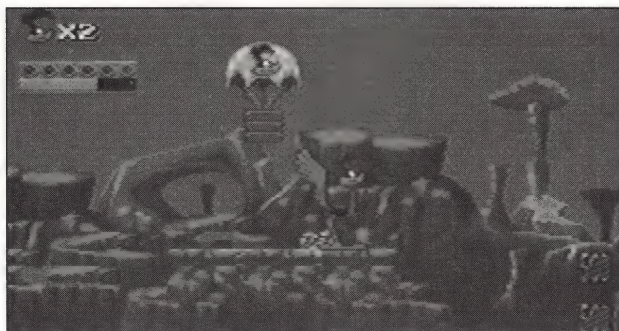
General Strategies

- It's a lot of fun to run along at top speed, but don't do it unless you really have to. It's a lot safer to take your time and move slowly through each stage.
- Don't let the Time Bonus make you rush. Some of the later levels are very hard to get to; trying to finish them before the timer runs out is nigh upon impossible. Just be happy with your Flag Bonus points.
- It's **really** frustrating for us when we get a game like Death Valley Rally, simply because it's so darn big that we just can't cover it in detail (like pointing out the locations of all the flags in each stage). But we've come up with a good compromise: in this chapter, we point out the locations of hidden 1-Ups and detail how to beat Wile E.'s various end-of-level contraptions, all the way through Level 5. Look for more coverage (including walkthroughs that guide you to every flag) in the next edition of *Super NES Games Secrets*.

Level 1: Zippity Splat

Stage 1-1

- There are two hidden 1-Ups in this stage. Here are directions to both of them.
- Hidden 1-Up #1: From the start of the level, run right to the fourth group of ledges (with the Bird Seed pile and the green flag). Drop onto the ledge with the scorpion and peck it away, then walk left and wait for a floating platform to come onto the screen. Jump onto the platform and ride upward until you reach another ledge with a scorpion.
- Jump onto the ledge, peck the scorpion, and start moving to the left. When you reach the end of the ledge, jump to the left onto the next ledge. Watch out for cacti, and if you fall to the ground, go back to the group of ledges and ride up the floating platform again.



Peck open the crate for a 1-Up. Beep beep!

- Keep jumping to the left until you land on the ledge to the left of three 500s. A Parachute will fall onto the ledge. Peck open the crate and take the 1-Up.



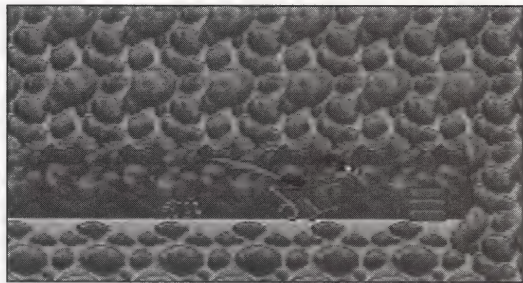
Run across the bridge and Wile E. takes the big fall.



Jump into the wall to find the hidden passage.

- Hidden 1-Up #2: Run across the bridge and watch Wile E.'s neck stretch, then jump onto the floating platform. On the way up, jump right and press Right on the control pad. You'll fall into a hidden tunnel. Move to the right, peck the scorpion, and continue right until you reach (what looks like) the end of the tunnel.

- Collect all of the 500s, then drop onto the first ledge above the ground. Run right and you'll go into another hidden tunnel. Run to the end of the tunnel and peck open the crate for a 1-Up.

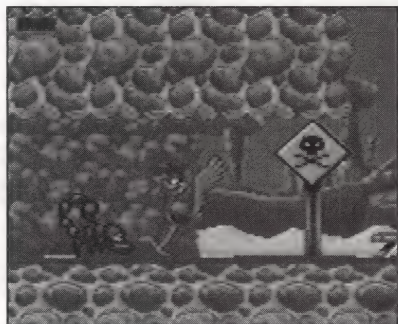


*The reward at the end of the tunnel:
another 1-Up crate.*

- By now, you probably need a Heart. Let's get one, shall we? Run left and get out of the hidden tunnels. Ride up on the floating ledge and jump to the right, onto the road. Use a boost of Turbo Speed to fly up to the ledge above the scorpion. Touch the yellow flag and wait for a floating platform to come onto the screen from the left.
- Jump onto the platform and ride to the left. Jump onto the ledge and over the cactus, then wait for a Parachute to float onto the screen. Jump down to the ground and wait for the Parachute. When it lands, peck it open and collect the Heart.

Stage 1-2

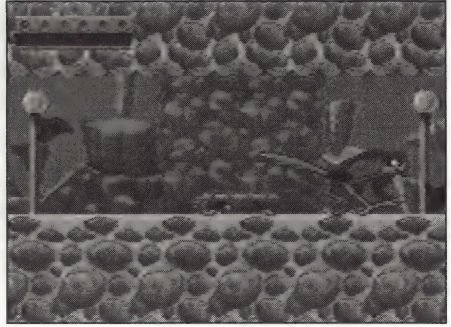
- From the start of the stage, run right to the second bridge (with Road Runner and skull signs on the left side). When the bridge collapses, steer right and you'll land next to a green flag. Jump left into the tunnel and peck open the crate for a 1-Up.



*Yet another 1-Up crate is at the
end of this tunnel.*

Stage 1-3

When you find the ledge with the skull sign...

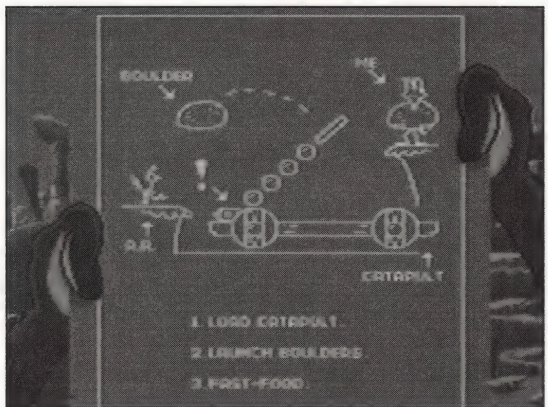


You're close to the purple flags and the 1-Up crate.

- When Wile E. swoops down at you, press Down to duck underneath him.
- Drop down the ledges with the skull signs on them until you reach the one as far down and right as you can go. (This ledge also has a skull sign on it.) Walk left and drop off the cliff, then steer right until you enter a hidden tunnel. Run right and touch the two purple flags, then peck open the crate for a 1-Up.

Stage 1-4

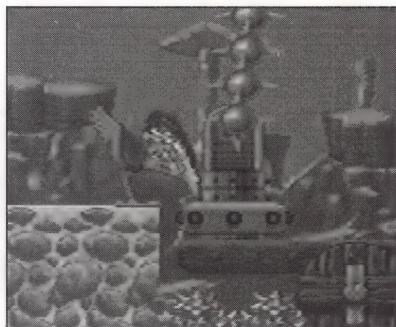
- Jump up and right twice, stand on the highest ledge, and wait for a boulder to fly past you. Drop down and right, then move up to the base of the catapult and peck away. When the spiky catapult



The blueprint for Wile E.'s Stage 1-4 Acme contraption.



Wait until a boulder passes underneath you . . .



Then peck the catapult at its metal base.

arm swings toward you, run to the left (use Turbo Boost if you need to) and repeat the pattern.

Level 2: Rock 'n' Rivet

Stage 2-1

- This stage features a hard-to-reach purple flag (and Heart). Explore the stage until you find the “Acme Industries” sign. Move left and wait for the floating platform. Walk onto the platform and wait until it floats all the way up to the magnet, then jump right onto the girder.
- From the girder, jump right again onto the ledge with the cactus, then jump right a third time (but not too far) and fall downward. You should land on a ledge with a trampoline. Bounce off the trampoline a few times, then steer to the right to land on the ledge with the purple flag. Touch it and then jump right until you hit the girder. Fall downward and grab the Heart above the trampoline.

Stage 2-3

- There’s a green flag in the middle of the stage with a cannon just to its left. From the flag, run left and keep dropping down until you land next to a trampoline and skull sign. Bounce off the trampoline and steer right to land on a girder. Jump up



Bounce off the trampoline in Stage 2-3 to reach . . .

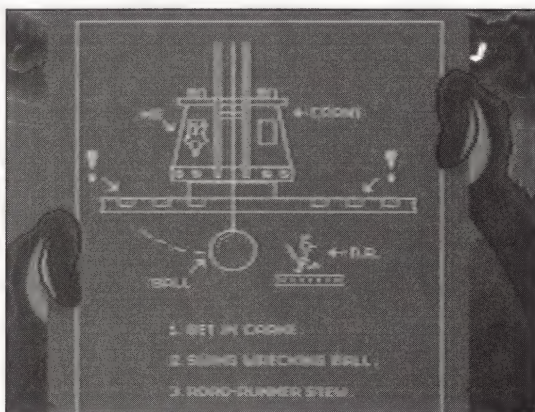


A1-Up crate.

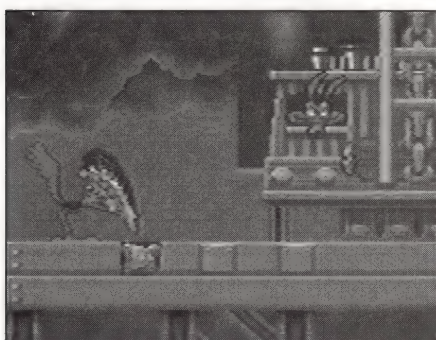
and right until a Parachute falls onto the screen. Peck open the crate for a 1-Up.

Stage 2-4

- Jump to the top of the screen and peck the small squares on the ledge where Wile E.'s crane moves back and forth. You have to peck each square until the metal covering



The blueprint for Wile E.'s Stage 2-4 contraption.



breaks off and the pistons inside stop moving. If the crane starts moving your way, run off the ledge and

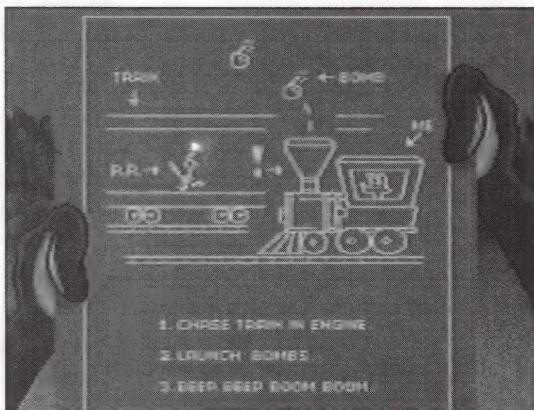
Peck the rivets and avoid Wile E.'s crane.

zip across to the other side of the screen (use your Turbo Boost). Peck out all six squares to complete the stage.

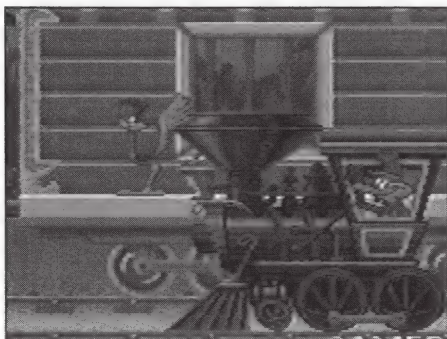
Level 3: Train Runnery

Stage 3-4

- Wait for Wile E. to shoot a group of three bombs into the air. Dodge the bombs as they fall onto the train, then peck one of the bombs so that it hits the smoke-stack of the train. Every once in a



Wile E.'s Stage 3-4 contraption.



while, Wile E. will unload a massive group of bombs, so run to one side of the train to avoid them.

All aboard the Road Runner Express!

Level 4: Hopalong Casualty

Stage 4-1

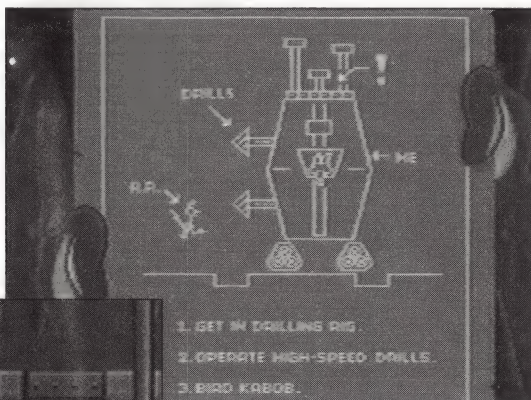
- Two nasty new dangers are introduced in this stage. Both the barrels of TNT and the fake Road Runners wait until you get close, then explode. Jump over the barrels and fake Runners to avoid being caught in their explosions.

Stage 4-3

- Look for a pile of Bird Seed at the bottom of the stage. Eat the Seed, then jump left into the wall and you'll enter a hidden tunnel. You'll find a red flag at the end of the tunnel.

Stage 4-4

- Move to the right and drop into the first hole. Duck down inside the hole and wait until Wile E. extends



Jump onto the drill and on top of the drilling rig . . .

Wile E.'s Stage 4-4 contraption.

the lower-left drill on his rig. Jump onto the drill shaft (not the head of the drill!), then jump onto the next drill as it

extends and leap a third time onto the rig.

- As the platforms rise to the top of the cave, peck the metal underneath them. If you're on a platform as it starts rising, jump off one side before you're squashed against the stalactites. Keep pecking until you destroy all of the metal underneath the platforms.

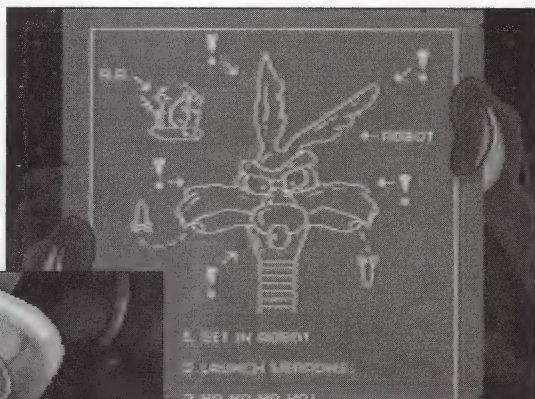


Then peck the rivets underneath the platforms.

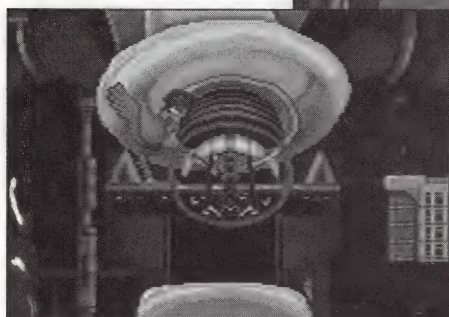
Level 5: Quantum Beep

Stage 5-4

- Jump up the neck of the robot and peck its nose. When the nose starts glowing, move directly un-



Wile E.'s Stage 5-4 contraption.



Peck the glowing nose of the robot, then...

derneath it to avoid the four rockets that shoot out diagonally. After destroying the nose, peck the satellite dishes on the sides of the robot, then jump off the right side of the robot and onto the alien's spiffy red vehicle.

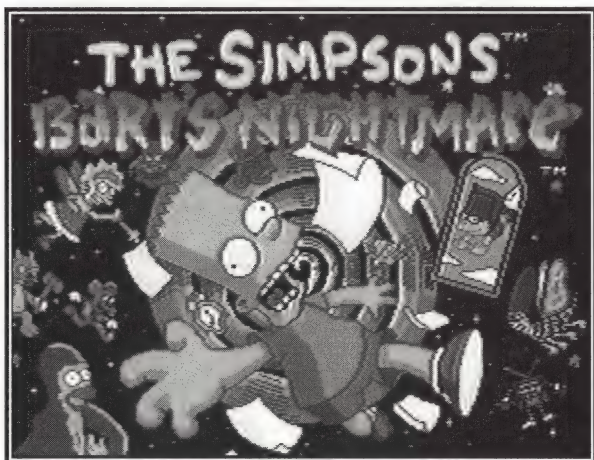


Hitch a ride from the alien.

- Peck away the remaining satellite dishes on top of the robot and you've completed the game. You'll get several hysterical reward screens for your efforts.

The Simpsons: Bart's Nightmare

by Acclaim/LJN



Game Type	Arcade
Difficulty	Hard
Players	1
Continues	None

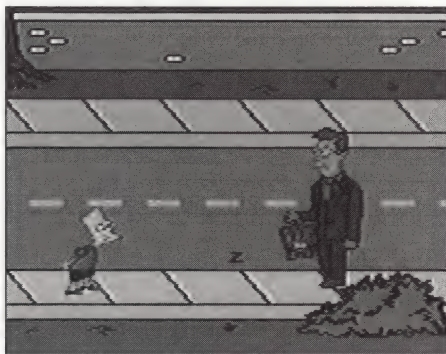
INTRODUCTION

Doh! Bart Simpson said he would stay up all night to finish his homework, but the little nit fell asleep. Now he's having a nightmare in which his eight pages of homework have been scattered all over the place. Bart's only hope for a decent grade is to collect the homework and conquer the tricks and traps that his own mind has set up for him!

STRATEGY SESSION

Windy World

- Most of what you need to know about the Windy World is already described in the instruction manual, but here are a few tips.
- Don't bother jumping over the Jeb Heads. The timing is very tricky, and you don't get anything for it besides points.
- Principal Skinner is awesome! Touch him whenever he appears on the screen to get your suit and become invulnerable to damage. Wearing the suit slows you down, but it's worth being a bit slow in exchange for invincibility.
- Jump the Blinkies to get yourself Pillows. Blinkies usually appear on the sidewalk at the bottom of the screen.
- When the Lisa Fairy hovers overhead, walk up or down before she sprinkles her fairy dust to turn you into a frog.

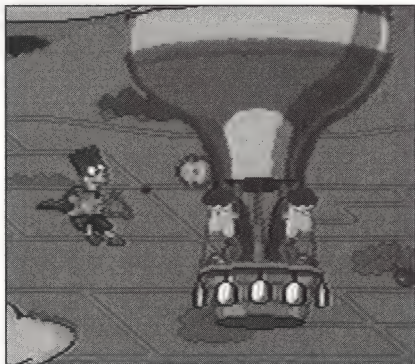


Principal Skinner holds the suit of invincibility.

Bartman

- This level is behind the **blue** door.
- As Bartman, you'll encounter both minor obstacles (missiles, nuclear clouds, etc.) and major obstacles (the bosses). We'll cover three minor obstacles first, then detail the bosses in the order that you will encounter them.
- Krusty Balloons: Wait until the Balloons float to the top of the screen, then shoot them. If the Balloon drops an item, grab it before it falls off the screen.

- Missiles: Fly to the top of the screen and fire your slingshot to the right to hit the missiles. Easy.
- Paper Airplanes: They're small, but slow-moving and easy to hit. You can also outrun them by flying to the right.
- Sherri and Terri: Fly as far down as possible and wait for S&T to float down to where you are. Dodge the water balloons they drop down at you. When they arrive at the bottom of the screen, fly straight up and shoot the balloon as it rises upward. If you don't destroy the balloon by the time you reach the top of the screen, fly downward and repeat the pattern.

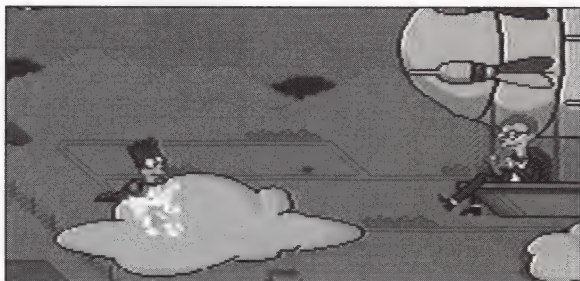


*Sherri and Terri,
the twins from hell!*



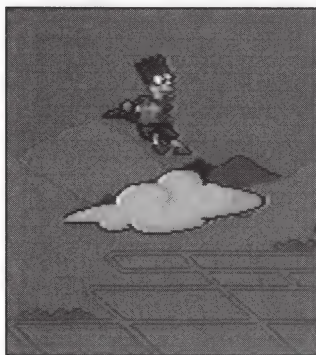
*The elephant in
mid-peanut-spew.*

- Barney Grumble and the Pink Elephant: Barney attacks with a deadly belch cloud, and the Elephant shoots peanuts down and left. You can destroy the peanuts with your slingshot, but you have to dodge the belch cloud. The best way to attack Barney is to stay near the right side of the screen and shoot the slingshot so the rocks drop down onto him.
- Smithers: You'll encounter Smithers twice in this stage, but he's basically the same in both encounters. He just shoots more dart-rockets the second time around. Stay near the right side of the screen and attack Smithers from there. Use

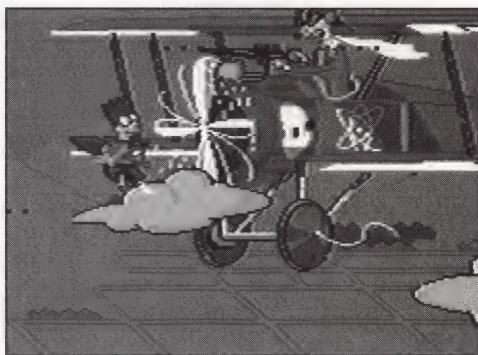


*Smithers pilots the blimp. Watch out
for those nasty darts!*

your slingshot to destroy the dart-rockets, or just dodge them. Move to the left when shooting the rocket to get in a few more hits.



*Fly above the cloud 'til
Monty starts shooting...*

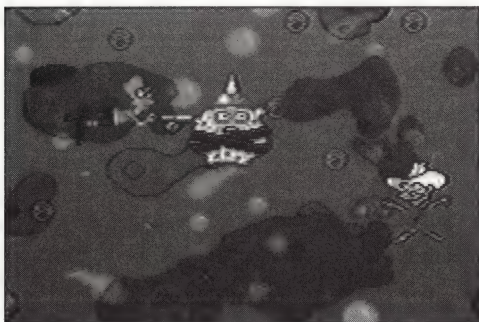


*Then fly downward and fire your
slingshot rapidly.*

- **Monty Burns:** Hover just above the cloud in the middle of the screen and listen for Burns. When you hear him start shooting, fly straight down and shoot your slingshot. You'll hit Burns as he flies by. When he flies off the screen, fly back up to the cloud and wait for him to start shooting again. Repeat until Burns goes bye-bye and you get your page of homework.

Bart's Bloodstream

- This level is behind the **pink** door.
- This is definitely the easiest homework page to collect (although "easy" is a relative term in this game). The Von Got-U Viruses are the less dangerous enemy; the British Tommy Viruses, with their ability to throw "grenades," are nasty.
- If you have a controller with rapid-fire, set the A button (or whatever button you prefer) to rapid-fire so you can pump up the Viruses faster.
- After you blow up several Viruses, the page of homework appears behind a force field. Catch Smilin' Joe Fusion as he floats up the screen to break down the force field.



Bart just wants to "pump you up!"

Bartzilla

- This level is behind the **green** door.
- There are two stages in this level. The first stage has you marching through an unnamed town and destroying everything in sight; the second stage has you climbing to the top of a building.
- In the first stage, you've got to know which buttons to press to shoot enemies on



The only thing missing from the Bartzilla sequence is bad dubbing.

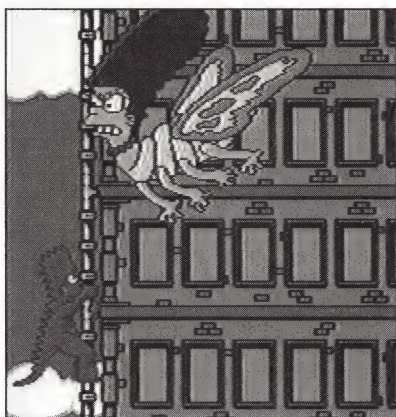
the screen. If there's a helicopter in front of you, press Right. If there's a jet in front of you, press X. If there's a helicopter or jet flying along the bottom of the screen, press Down. If there's a tank on the road in front of you, press B. Don't bother shooting the trains, since they don't shoot back.

- Be careful not to fire your lasers too fast. Always pause to let your laser hit its target before firing again.
- Whenever you reach a building in your way and smash it, all enemies on the screen will be instantly destroyed.



When four jets streak across the screen, you're almost finished.

- You're almost done with the first stage when four jets fly onto the screen. Knock them all out with your lasers and the radar truck drives onto the screen and shrinks you to "normal" size.
- The strategy for the second stage is easy: climb up as fast as you can! Move left or right to dodge falling objects. The building gets narrower as you climb higher, so you'll need to react quickly.
- Momthra's too fast for you to outclimb, so you'll need to dodge underneath her instead. Move onto the far left side of

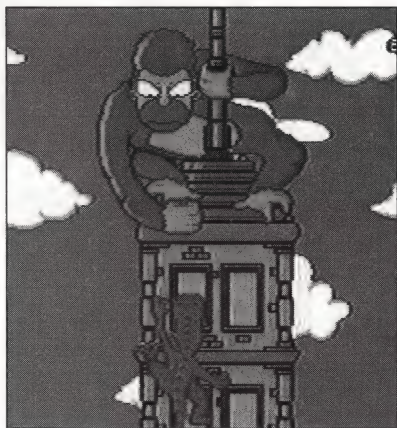


Climb onto the left side of the building to avoid Momthra.

of the building, which is only two windows across.

- Homer Kong is harmless. Climb up to him and watch him change into Homer Simpson. After he falls, you get the page of homework.

the building and hang on while she flies off the screen, then resume climbing. This is harder to do as you get higher on the building, but she'll stop appearing when you reach the highest section



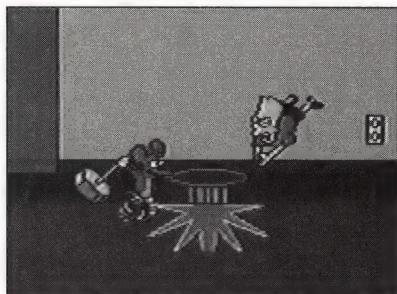
The mighty Homer Kong!

Itchy & Scratchy

- This level is behind the **yellow** door.
- There are two Itchy & Scratchy stages (but you'll always encounter Stage 1 before Stage 2). Here's how to beat them.

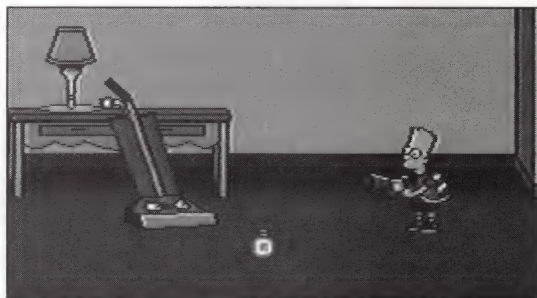
Stage 1

- When you drop into the stage, run right and grab the mallet off the table, then stand in the middle of the



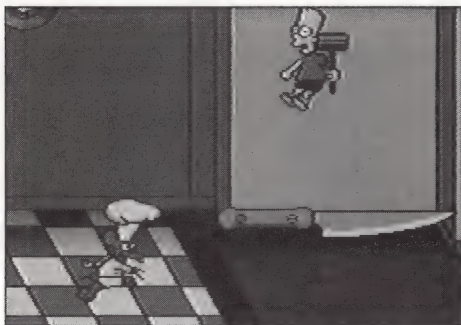
Keep swinging the mallet to smush Itchy and Scratchy.

screen and keep pressing the A button rapidly to swing the mallet. Press Left or Right to hit Itchy and Scratchy as they run onto the screen.



Shoot the light bulbs with the extinguisher for extra lives.

- When the right-pointing arrow appears, run to the right and grab the fire extinguisher from the table. Stand on the right side of the table, far enough away so that the light bulbs don't hit you, and shoot the vacuum cleaners (and Itchy and Scratchy) as they appear on the screen. Shoot the bulbs, too, for Bart Squares (which are extra lives). When the upward-pointing arrow appears, run right and climb up the stairs.
- Run to the right and grab the dart gun, then run back to



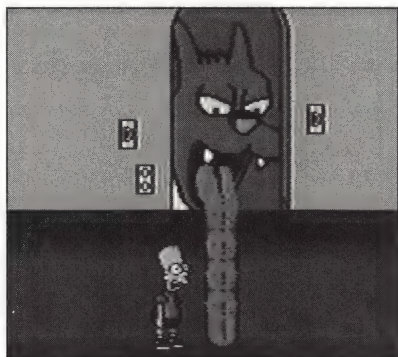
Leap over Chef Itchy's massive knife and pop him with your mallet.

the stairs and shoot left and right to destroy the vacuums. Don't move too far up or down the screen, or you won't hit the vacuums; your darts should be flying in the middle of the purple area. Keep shooting until the screen fades out and you reappear in the kitchen.

- Pick up the mallet and run into the upper-right corner of the kitchen. When Itchy or Scratchy runs onto the screen, jump into the air (the timing has to be careful, particularly when Itchy throws his knife at you) and swing the mallet.

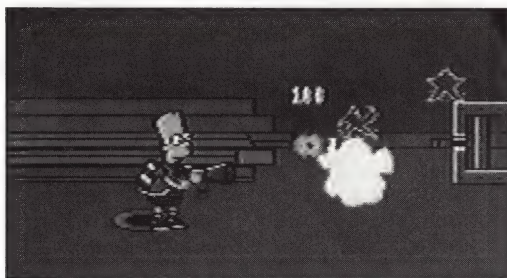
Stage 2

- When you drop into the stage, run right and grab the dart gun. Watch out for Scratchy's tongue as you pass by the door. Once you've got the gun, run left (again, pausing at the door to avoid being tongue-tied) and stand below the piano, turning left and right to shoot your enemies.



The longest tongue since Bloom County's Bill the Cat.

- When you appear in the kitchen, grab the mallet and move into the upper-right corner. Use the same technique as in Stage 1 to smash Itchy and Scratchy as they run onto the screen.
- When you appear back in the living room, run to the right and grab the fire extinguisher. Stand in the middle of the screen and shoot the terrible twosome as they run at you.
- When you appear in the basement, you're almost done. Stand in the middle of the screen and shoot your attackers until a right-pointing arrow appears. Walk right to find the furnace. Shoot the furnace door. When

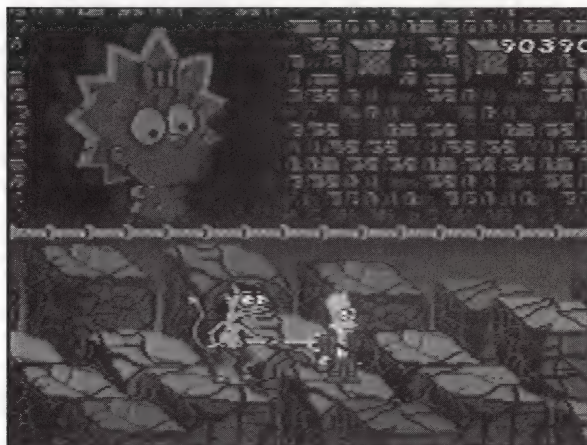


Stand on the circle and shoot the fire.

the door opens, move to the left and stand on the circle, then face right and shoot the fire thingies. When you've doused them all, move back to the right and start shooting the door again. Destroy the door to earn the page of homework.

Temple of the Maggie

- This level is behind the **orange** door.
- There are two Temples to explore, each one with a page of homework. You'll always enter Temple 1 before Temple 2 (isn't that convenient?).



The Blue Demons appear at random and are extremely annoying. Kill them or avoid them.

- The Blue Demons appear at random. In the first Temple, you can stop and whip the Demons, but in the second Temple, you can't stand still, or the brick you're standing on collapses into the lava. Just follow the step-by-step directions to outrun any Demon that appears.
- While reading the directions, pause after each group of directions to catch a breath (and to read the next line).

• In the directions, **Up**, **Down**, **Left**, and **Right** mean to press the control pad in that direction. (Don't hold down the pad or you'll take multiple jumps and screw up the pattern; just press and quickly release.) **R Button** means to press the R button on top of the controller, to scroll the screen to the right and trigger a pacifier trap. (Sometimes, the pacifier automatically flies past; the "R Button" text is a warning that this will happen.)

Temple 1

- Right, Down, Down, Right, Right.
- Right, Right, Right, Right, Right.
- Right, R Button.
- Up, Right, Up, Right, Right.
- Right, Right, Right, Up, Left.
- Left, Left, Down, Right, Down.
- Right, Right, Right, R Button.
- Right, Up, Up, Right, Right, R Button.
- Down, Down, Down, Right, Up.
- Up, Right, Right, Down, Right.
- Right, Right, Right, Up, Right.
- Up, Right, Right, R Button.
- Right, Down, Right, Down, Right.
- Right, Right, Right, Right. You win!

Temple 2

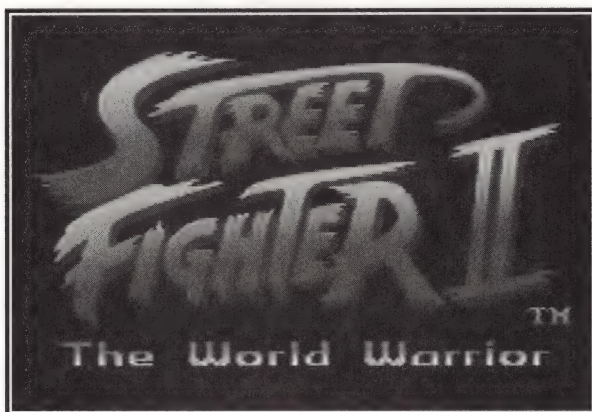
- Right, Right, Right, Down, Down.
- Up, Up, Right, Right, Up.
- Right, Right, Right, Down, R Button.
- Right, Right, Right, Up, Right.
- Right, Right, Right, Right, R Button.
- Right, Down, Right, Down, Down.
- Right, Up, Left, Up, Up.
- Right, R Button.
- Right, Down, Right, Right, Right.
- Right, Right, Right, Up, Right.
- Right, Right, R Button.
- Right, Down, Right, Down, Down.
- Left, Right, Up, Right, Right.
- Right, Right. You win!

C H A P T E R

12

Street Fighter II

by Capcom



Game Type	Arcade
Difficulty Level	Hard
Players	1-2 (Simultaneous)
Game Save	No

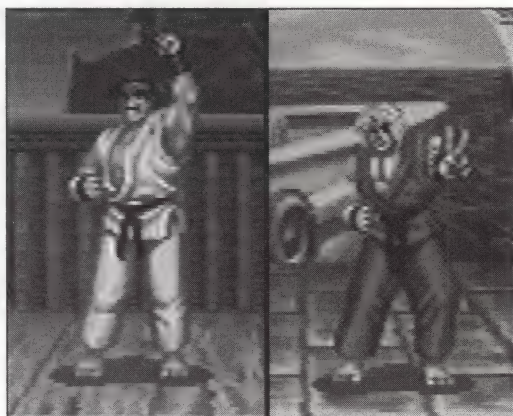
INTRODUCTION

Shyeah, right. Like you even need an introduction to this game. More than a few people bought the Super NES simply because Street Fighter II was available for it, and if that's not the sign of a mega-hit, we don't know what is!

Okay, okay, here's a brief description. You play one of eight butt-kickin' World Warriors on a quest to become the Street Fighter World Champion. You'll not only have to fight the other seven World Warriors, but four more nasty challengers, for a total of eleven brutal matches. And, of course, there's the two-player mode if you just want to wail on a friend (and don't we all get that urge from time to time?).

Strategy Session

We published some great Street Fighter II strategies in our last Super NES book, *Super NES Games Secrets 2*, so check out that voluminous tome if you're looking for general advice. All you'll find in this chapter are awesome secrets. Shouryuken!



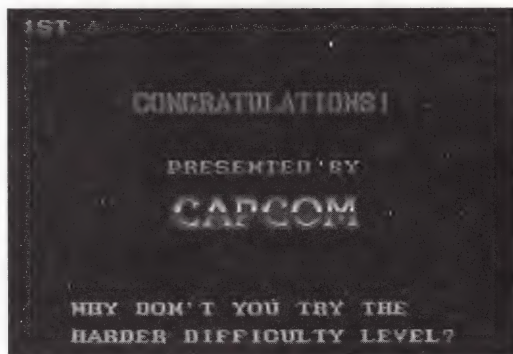
Ryu and Ken celebrate the mega-success of their game.

THE SECRETS

Different Endings

There are six different endings in Street Fighter II, depending on the difficulty level you're playing at and how well you do.

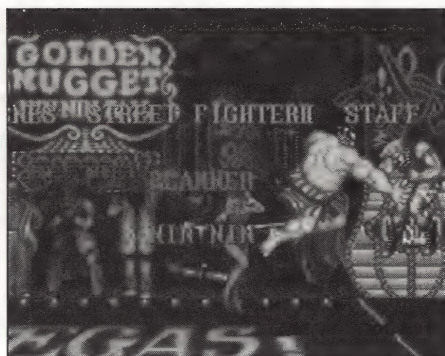
Level 0-2: No ending.



Level 0-2: Not really an ending at all.



Level 3-5: A graphic ending.



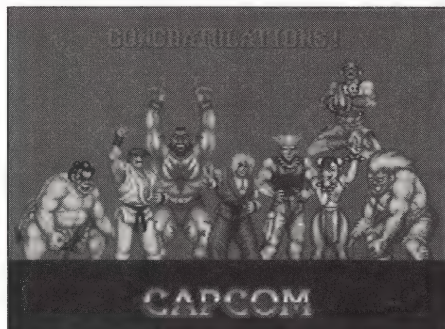
Level 6-7: Programmer credits with fights in the background.

Level 3-5: Graphic ending.

Level 6-7: Graphic ending with programmer credits.

Level 7, using continues and without changing your character: Graphic ending with credits, and a special screen with all eight World Warriors.

Level 7, without using continues and without changing your character: Graphic ending with credits, and a special screen with all eight World Warriors and the four Bosses.



Level 7 without changing character: the World Warriors.



Level 7 without using continues: the World Warriors and bosses.

Level 7, without using continues, without changing your character, and without losing a single Round:

Graphic ending with credits, and a special screen with all eight World Warriors and the four Bosses. Press START and Chun Li says "Ya ta!" ("Got it!" in Japanese, although we dunno exactly what she's got, and we may not want to know.)



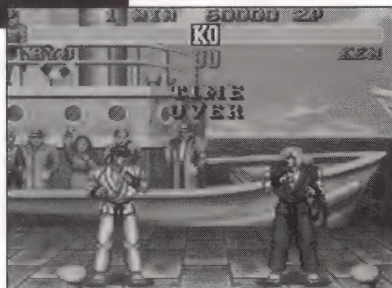
Level 7 without losing a Round: the World Warriors and bosses.

Ken Vs. Ken (Same Color)

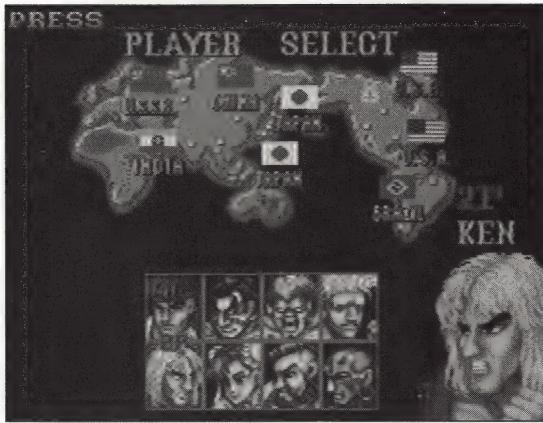


Highlight Ryu, but don't press START or a button.

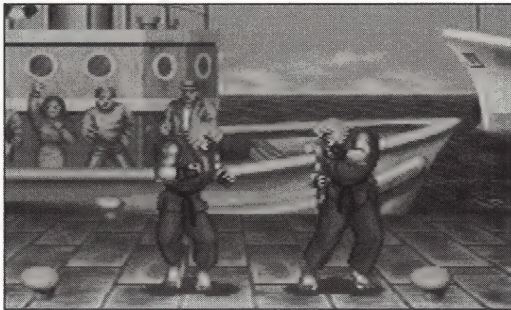
Start a one-player game and highlight Ryu as your character, but don't press a button. Wait until the game automatically chooses Ryu for you. You'll be matched up



Let time run out in all four rounds.



Select Ken as Player 2's character, then press START.



Ken vs. Ken! Good luck trying to keep track of which Ken you are!

against Ken. As soon as Ken's territory appears, press Start on Controller 2. Select Ken as Player 2's character, then sit back and wait for four rounds as time ticks away. At the end of the fourth round, the "Game Over" screen appears. Press Start on Controller 2, select Ken as your character, and press Start on Controller 2 again. Now you'll fight as Ken against the computer-controller Ken, with both of you wearing red. (You're the Ken on the right side of the screen.)

Same Character Vs. Same Character

Turn on the Super NES. When the Capcom logo appears, press Down, R, Up, L, Y, B. You'll hear a noise if you enter the code correctly, and the title screen will be blue instead of black. Choose a Vs. Battle and both players can choose the same character. Player 2's character will be colored differently so you can tell them apart.



With the code activated, you can choose the same chracter.



Chun Li against Chun Li!

C H A P T E R

13

Super Battletank: War in the Gulf

by Absolute Entertainment



Game Type	Arcade/Simulation
Difficulty	Average
Players	1
Game Save	None

INTRODUCTION

The M1A1 Abrams Battletank was the backbone of U.S. ground forces during the Gulf War. Now you can take the helm of an M1A1 and participate in ten increasingly difficult missions. Liberate the nation of Kuwait and kick Saddam's butt!

STRATEGY SESSION

General Strategies

- To get to your enemies as quickly as possible, move on the Long-Range Radar Map. You should only use the Battle Screen for fighting enemy vehicles or enemy strongholds and shooting your way through a mine field.



- The Long-Range Radar Map has a

Use the Long-Range Radar Map to drive

that runs along the edge of the screen. If you cross this border, you'll "teleport" to the opposite side of the Radar Map. Be careful where you go off the edge, because you might end up in a mine field or in combat with an enemy.

- Don't aim the tank turret Left or Right with the control pad. Instead, use the L and R buttons to turn the tank itself and line the turret up with your target. (You should, of course, move the turret Up and Down with the control pad to adjust its angle.)

Battle Tactics

Here are attack strategies for each of the targets you'll encounter in Super Battletank.

Mi-24 HIND Helicopter

- Like with the T-62, it's best to start firing at the Helicopter while it's still on the horizon. Use the 7.62mm Machine Guns

to fire at the HIND, but don't fire too long or the Machine Guns will overheat. Stop your tank when fighting a HIND for best results. Driving in reverse is also an effective tactic because it keeps the HIND in front of your tank longer.



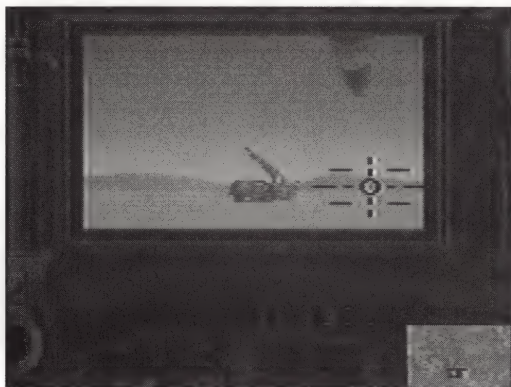
The Mi-24 is easily destroyed with the Machine Guns.

Mine Field

- Drive through the mine field at the slowest possible speed and use the 7.62mm Machine Guns to destroy the mines in your path. Zig-zag slightly to clear enough mines to make yourself a safe path. If you come to a mine that's too low for the gunsight, stop the tank and back up slowly until you can hit it.

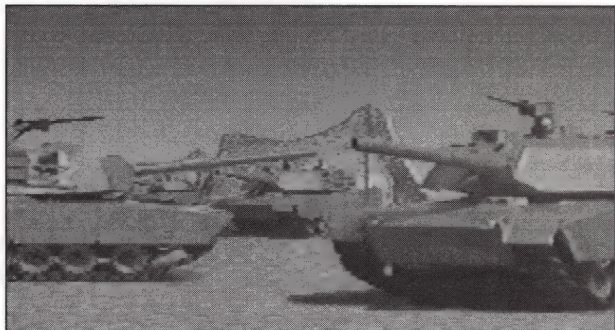
Scud Launcher

- It only takes three shots from your 120mm Cannons to destroy a Launcher. The Scud Launchers don't fire back at you, so if other, more dangerous enemies are nearby, go after them first.



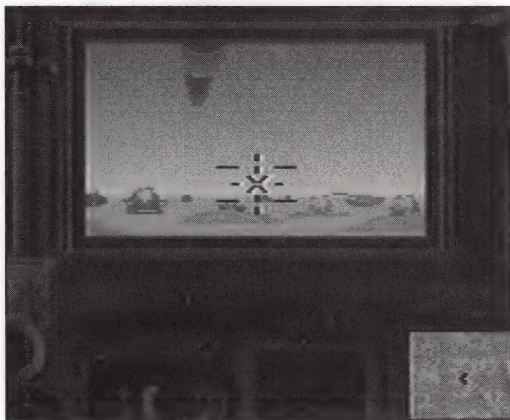
Scud Launchers have no defenses. Get up close and fire away.

Stronghold



*Pull into an Allied Base before
going after the Stronghold.*

- Go into an Allied Base just before you attack the stronghold to get your tank prepared for the carnage to come.
- The targets in an enemy stronghold are the gun flashes. The larger gun flashes do more damage to your tank than the smaller flashes. The only weapons that can be used against a stronghold are the 120mm Cannons and the 7.62mm Machine Guns. Use the 120mm against the lower gun flashes and the 7.62mm against the higher



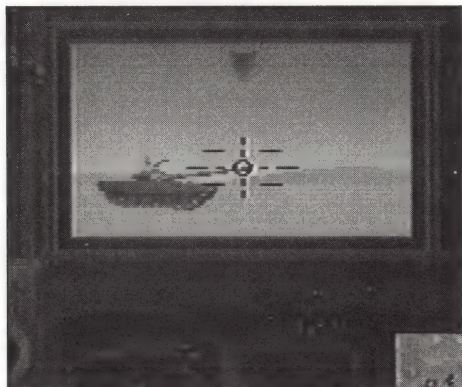
*Use Cannons and
Guns against the
Stronghold.*

gun flashes that your 120mm Cannons can't reach.

- You should always use Smoke Screens while fighting a stronghold to reduce the damage caused by the gun flashes. You can still see the gun flashes through the smoke, so take aim and fire away.

T-62 Tank

- Approach the T-62 head-on. Raise the 120mm Cannons to their maximum angle (10°) and fire at the T-62 on the horizon. When it gets closer, lower the Cannons to match his range. Don't fight the T-62 at full speed; your turning will be too slow and close combat will be too difficult. Slow down to



Slow down when battling the T-62 Tanks.

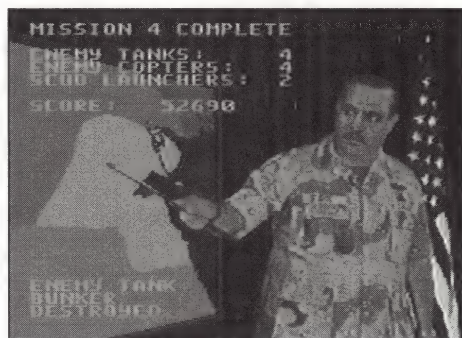
about one notch on the speedometer when the T-62 is approaching, and speed up when he turns and runs. Six hits with the 120mm Cannons will destroy the T-62.

THE SECRETS

Mission Breakdowns

While the positions of your enemies is different

General Schwarzkopf—er, General Fox—sums up your mission results.



from game to game, the number of enemies is not. Here's what to expect in each mission. (All of the missions from Mission 3 on have an enemy stronghold.)

Mission 1: 3 Tanks

Mission 2: 1 Scud, 3 Tanks

Mission 3: 4 HINDs, 1 Scud, 2 Tanks

Mission 4: 4 HINDs, 2 Scuds, 4 Tanks

Mission 5: 6 HINDs, 2 Scuds, 5 Tanks

Mission 6: 6 HINDs, 3 Scuds, 6 Tanks

Mission 7: 8 HINDs, 3 Scuds, 7 Tanks

Mission 8: 8 HINDs, 4 Scuds, 8 Tanks

Mission 9: 10 HINDs, 5 Scuds, 9 Tanks

Mission 10: 10 HINDs, 5 Scuds, 10 Tanks

C H A P T E R

14

Super Bowling

by American Technos



Game Type	Sports
Difficulty	Easy
Players	1-4 (Simultaneous)
Game Save	None

INTRODUCTION

Super Bowling is the first (and of this writing, the only) bowling game for the Super NES. There are three modes of play: Turkey Bowl (the standard game), Golf (where you attempt to knock down a group of pins with as few balls as possible), and Practice (where you can set up and knock down your own pin groups). Pick a mode and get bowling!

STRATEGY SESSION

- There are too many variables (ball weight, lane wax, etc.) for us to tell you how to bowl a 300 game in every situation, but we'll tell you how to bowl a 300 game with one particular setup. That'll help you to find the 300 "groove" in other setups. Our technique is completely different from the way real bowlers go for strikes, but then again, this isn't real bowling (grin).



Pete "Pins" Peterson, a guy with an impossibly large smile.

- Start a Turkey Bowl game. Select Pete "Pins" Peterson as your character. Set the ball weight to 10 pounds, oil distance to middle, and the level of difficulty to normal.

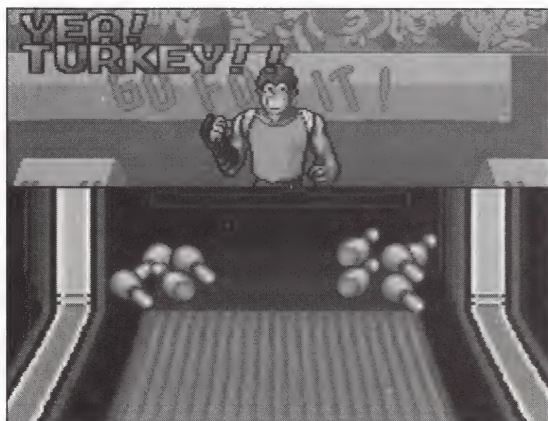
- Move Pete to the left until his shoulder just barely touches the gray area in the left gutter, or until the “peak” in the



Nudge Pete's shoulder against the left lane to line him up.

middle of his hair is just to the right of the gutter. The positioning doesn't need to be exact, but the closer you get, the better.

- Once you've positioned yourself, press the R button once to adjust your aim. Press the B button and the Spin Meter appears; press B again when the ball is three or four arrows away from the left side of the Meter. You can be slightly off in either direction and still get a strike.



Pete gets stoked when the pins go down.



Score high and you'll be doused in alcohol. Oh, joy!

- When the Power Meter appears, go for maximum power, then watch the result. If your aim was accurate (and it should be if you read these instructions carefully), you'll get a strike. Repeat these steps eleven more times and you'll bowl a 300 game. You don't get to see a special reward screen for 300, just the same champagne-dousing screen as with scores near 300. (Liquor? In a Nintendo-approved game? For shame!)

C H A P T E R

15

Super Double Dragon

by Tradewest



Game Type	Arcade
Difficulty	Easy
Players	1-2 (Simultaneous)
Game Save	None

INTRODUCTION

Double Dragon was the first great side-scrolling beat-'em-up and inspired a slew of copycats. The first three games in the Double Dragon series have appeared as coin-ops and on the 8-bit NES and Game Boy, but Super Double Dragon is the first to appear for Nintendo's 16-bit wonder console. Once again, you take on the roles of Billy and Jimmy Lee, masters of martial arts fighting to free lovely Marian from the clutches of the Black Shadow Warriors. You've got an array of twenty-four regular moves and four special moves with which to thrash your enemies!

STRATEGY SESSION

General Strategies

- To perform the special moves, you have to hold down the R button until the Dragon Power Gauge at the top of the screen is full. By using a rapid-fire controller (such as the asciiPad), you can set R to auto-fire and save yourself from having to hold it down constantly.
- A weird side effect of using rapid-fire is that if both L and R are on rapid-fire, you'll have to turn them off at the start of each mission before the enemies appear. If the enemies still don't appear, pause and unpause the game. Once your enemies appear, turn your rapid-fire back on.
- Charging up the Dragon Power Gauge is the key to victory. Walk up and down on the screen to avoid your enemies while the Power Gauge charges up, then go after your foes once the Gauge is maxed out. If you're playing with a friend, have one of you distract the enemies while the other player charges his Gauge.
- Even with seven different missions, you'll only have to worry about five different enemies (not counting the boss of each mission). The Fatal Five are described in detail in the strategies for Mission 1.

Mission 1: Las Vegas

- Williams is the guy with the long blond locks and the camouflage pants. He sometimes carries a Fire Bomb onto the screen. Knock it out of his hands, then pick it up before it starts blinking and throw it at an enemy. The Fire Bomb moves sideways as it explodes, so stay clear. Williams usually attacks



Williams has nice hair and a bad attitude.

with punches, so block his punch with the B button then use the move of your choice.

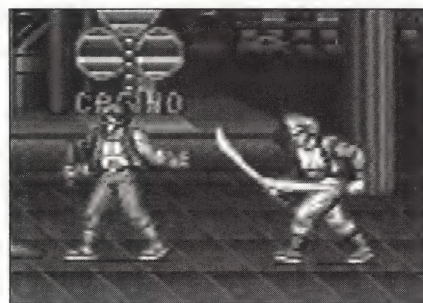


Jump Kicks never fail to knock out Roper.

- Roper wears a bandanna. The Jump Kick works just about every time against him. He's hard to grab, but he'll occasionally try to punch you, in which case you can block him and knock him. Roper takes a step backwards before attacking with a Jump Kick of his own, so watch for it. In later missions, Roper carries Nunchakus which you can claim as your own; just Jump Kick him and pick the

Nunchakus up off the ground by pressing the Punch button. You'll lose the Nunchakus at the end of a scene or mission, or if you're knocked down by an enemy.

- Baker slices and dices with a pair of swords. It's hard to punch him, since he'll block most punches. Use the Jump Kick against Baker (the regular kick also works). You can also build up the Dragon Power Gauge and wail Baker with an unstoppable attack.



Baker can block punches, but not the Jump Kick.

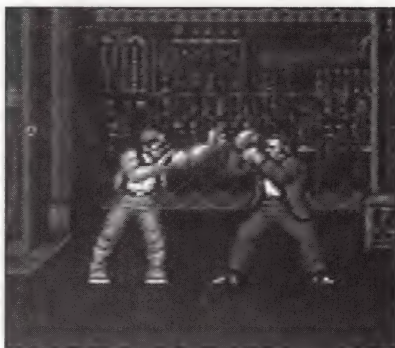
- Jeff is fond of Round-house Kicks and will use them often. Move up or down to get out of the way. Jump Kicks are the best attack against Jeff, but he's strong, so expect him to take a lot of punishment.



"Love in an elevator, living it up while I'm going down..."

- After two sidewalk scenes, you'll take a ride in a glass elevator, with enemies jumping into the elevator through the hole in the lower-right corner. Neither you nor your enemies can fall out of the hole. Leap off the walls of the elevator to attack your enemies with High Jump Kicks.

- Steve is the boss of this mission, but he'll also appear in future missions as a "non-boss." Never approach Steve from the front, or you'll be attacked. Approach from above or below and wait for him to walk into your path, then use a Jump Kick to hit him. When Steve first appears, he'll be fighting with Roper; defeat Roper before you go after Steve.



Steve. Steverino. The Stevemeister. Steve-o!

Mission 2: The Airport

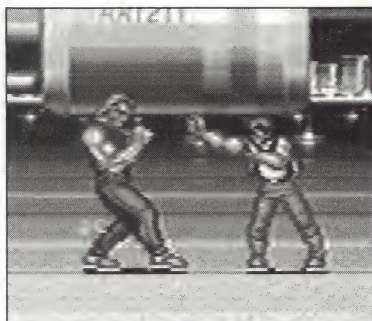
- Jackson is the boss this mission. Like Steve, he'll also appear as a "non-boss" in future missions. You should also

attack him the same way you attacked Steve: move up or down, wait for him to walk into your path, then use a Jump Kick.

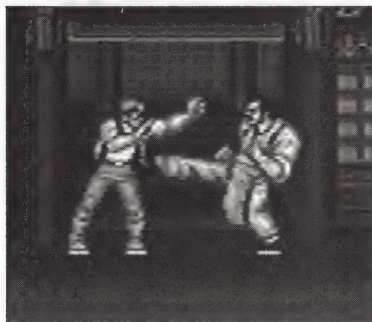
Mission 3: Chinatown

- In the second scene, you'll find a punching ball. Use the ball to knock down your enemies by punching it into them. Block or move out of the way of the ball as it comes back at you.

- In the third scene, you'll find a punching bag. Punch it until it falls to the ground, then pick it up and throw it at your enemies.



Jackson backs away from your flying fist.

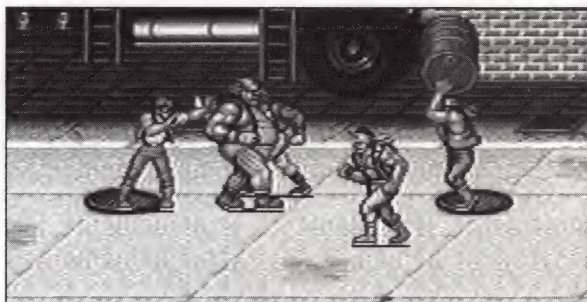


Chin Ron Foo. Or is it Chin Ron Pyo?

- This mission has two bosses who are practically alike: Chin Ron Foo and Chin Ron Pyo. Don't kick these guys, or they'll grab your foot and twist you to the floor. Use Jump Kicks, flurries of punches, and Dragon Power maneuvers. As with the other bosses, move up or down, wait for Chin to walk into your path, then kick.

Mission 4: Golden Gate Bridge

- You start this mission atop a moving truck. Don't fall off the bottom of the screen (you can't fall off the top). The wind blows you and your enemies to the left, so stay on the left side of your enemies and use Jump Kicks.



*The clown runs off the screen,
but makes a reappearance in Mission 5.*

- When you get off the truck, you'll be attacked by a gang of four baddies and a clown. Avoid the clown and attack the four bad guys, knocking their weapons away from them. The clown will walk off the screen, but he'll be back at the end of the next mission.

Mission 5: The Slums

- The clown from the end of Mission 4 is the boss. He uses a nasty rolling attack. If the clown rolls into a ball or goes off one side of the screen, move up or down out of his path to avoid the attack, then punch or kick as he moves into your path.



*The clown shows off his
spinning attack.*

Mission 6: Forest & Mountain

- There's a hole near the start of the mission. Try knocking your opponents into the hole to wipe 'em out, but don't fall in yourself. Roundhouse Kicks are an especially bad idea when you're close to the hole.

- If you're in a two-player game, stay close together as you jump across the bridge. Jump to avoid the falling planks.

- Carlem is the boss. He uses a "Death Leg" Middle Kick that can knock you to the ground with a single hit! Jump Kicks are the best attack against Carlem. Keep circling Carlem so that he doesn't use the Death Leg, and also to charge up your Dragon Power Gauge.



Carlem's too cool for words, but his Death Leg is uncool.

Mission 7: Duke's House

- When you reach the Dragon Door, you'll have to fight two Steves and a Roper, followed by Carlem, Williams, Baker, Jackson, and another Roper. The final boss, Duke, appears while you're fighting the final two enemies.



The only way to beat Duke is with Jump Kicks or Dragon Power moves.

- Duke can block every punch and kick except for the Dragon Power moves, and he loves to attack with a devastating saw

blade kick. You can't block the saw blade kick, so move up or down to avoid it. Move above or below Duke, then Jump Kick him as he walks into your path. When Duke takes a slow-motion tumble to the ground, you've won the game. The ending sequence is pretty bogus, with only a text message and a list of credits. Humph.

THE SECRETS

Unlimited Continues

This trick only works for the two-player mode. To do it, you must only have a single credit, and both players must be dead. When the text "CREDIT=1" is flashing next to both player's pictures, press START on Controllers 1 and 2 at the same time. Both players will continue the game, and you'll have seven credits in reserve. This trick can be repeated, but remember, you can only have one credit in reserve.

C H A P T E R

16

Super Mario Kart

by Nintendo of America Inc.



Game Type	Arcade
Difficulty	Average
Players	1-2 (Simultaneous)
Game Save	Battery

INTRODUCTION

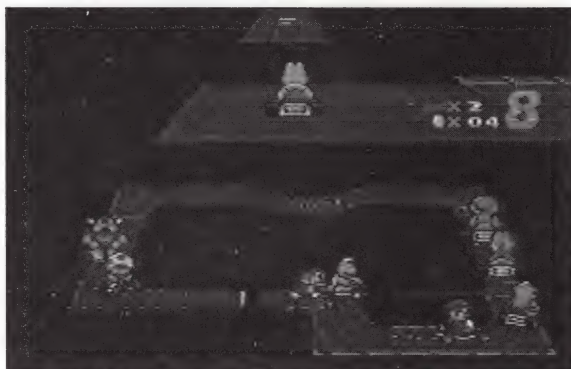
As of this writing, Super Mario Kart hasn't been released in the United States yet; we've been playing a Japanese import version. Normally, we don't write about imported carts, but since this one is being released in the U.S., and since it's such an awesome game, we're gonna break our own rule and give it a chapter. This means that some of the terms we use in the chapter may not apply to the American version, since we're basically making them up, but you should understand

what we're talking about. Our sincere thanks to Danny Han, who wrote most of the strategies presented therein (and undoubtedly enjoyed thrashing his brother in the process).

STRATEGY SESSION

One-Player Mode

Shortcuts



*Here's the shortcut for Ghost Valley 1
in the Mushroom Cup Race.*



*And this shortcut is for Ghost Valley 2
in the Flower Cup Race.*

- Several tracks have shortcuts that can be used if you have the Feather power-up. One example is the third track of the first circuit, which has a short strip of track jutting out into the “void.” Use a Feather to jump across the gap between the bend and the strip. Another example is the second track of the second circuit. (All of the Ghost Valley tracks have shortcuts.)
- You can also take shortcuts by jumping over boundaries, but beware: you’ll slow yourself down traveling through the rough.

Turbo-Start

- Wait about half a second after the first beep finishes, then start accelerating and don’t let up. If done correctly, you’ll get a turbo-start on the competition. You can also use the turbo-start in the two-player mode.



*Rev up at the right moment for a turbo-start.
Don't rev up too soon or you'll burn out*

Two-Player Mode

Banana Peel

- You can shoot Banana Peels with Green Shells to knock them off the track.

Boo Buddy

- Use the Boo Buddy to steal your opponent's Red Koopa Shell or his Boo Buddy (which gives you two Boo Buddies). You may also want to tail your opponent, since he'll almost always run away, and run over Prize Blocks to collect items which you can immediately steal. Take his Green Koopa Shell to shoot him from behind, or take his Star and go for a psycho ram!
- The Boo Buddy makes you invisible, but it doesn't make you invulnerable. You can still be hit by shells (particularly the Red Koopa Shell, which doesn't need to see you to home in).
- It's possible to foil the stealing power of the Boo Buddy icon if you're very quick. Since your opponent will more than likely grab your Red Koopa Shell (or maybe even your Boo Buddy), you might want to use the item as soon as you can, instead of letting your opponent snatch it.

Green Koopa Shell

- Many players might consider Green Koopa Shells useless, but that just ain't so. One strategy is to "lead" your opponent; aim and fire where you think your opponent will be when your shell reaches that spot. (Flight sim buffs will recognize this as "deflection shooting.")
- Another Green Shell strategy is to lay traps. Since the Green Shells bounce indefinitely, you can shoot a Shell down a long stretch of track, effectively creating a "patrol zone" for the Shell. Just watch out that you don't run into it yourself!
- If you're feeling a little daring, you can even go for ricochet shots. Shoot the Shell at a 45-degree angle (or whatever angle you can handle) down a stretch of track to make it bounce rapidly back and forth.

Red Koopa Shell

- The Red Koopa Shell is the best item to have, but how do the other items match up to it? Let's find out!
- Red Shell vs. Banana Peel: You're kidding, right? Get rid of the damn Peel and look for another Prize Block ASAP.
- Red Shell vs. Feather: Excellent situation. Keep moving and stay close to the walls. When your opponent fires the Red Shell, use the Feather to jump over the closest wall. The Red Shell will hit the wall.
- Red Shell vs. Green Shell: A poor matchup. You can try to hit the incoming Red Shell with the Green Shell, but it's a near-impossible shot to make. Your best bet is to set up a trap with the Green Shell and get a better item.
- Red Shell vs. Mushroom: The Mushroom turbo-boost won't get the Red Shell off your back unless you use it to zoom around a corner. Your best bet is to get rid of the Mushroom and find another Prize Block.
- Red Shell vs. Red Shell: This situation depends on your current damage situation. If you've taken more hits than your opponent, then you have to hit him with the Red Shell without being hit yourself. If you've taken less hits than your opponent, then you can be reckless when hunting him down, since you can afford an exchange of hits.
- Red Shell vs. Star: Wait until your opponent fires the Red Shell, then activate the Star and attempt to ram him. If you're the person with the Red Shell, and your opponent has the Star, you may want to get rid of the Red Shell and look for a Star of your own.

Star

- There's a great trick you can pull off when someone's tailing you and you have the Star. We call it "stop 'n pop." Activate the Star and immediately slam on the brakes. Your opponent slams into you and takes damage, or he drives past you, in which case, accelerate and go after him.

MISCELLANEOUS TIPS

- Taking peeks at your opponent's viewscreen to determine where he is in relation to you can help immensely in scoring kills. Make it a habit if your opponent doesn't mind.
- On the same subject, remember the layout of the tracks, especially the color of the boundaries. By looking at the opponent's viewscreen, you can determine exactly where he is simply by remembering where the differently colored boundaries are located in the arena.

C H A P T E R

17

Super Soccer

by Nintendo of America Inc.

**SUPER
SOCCER**

EXHIBITION
TOURNAMENT

Game Type	Sports
Difficulty	Hard
Players	1-2 (Simultaneous)
Game Save	Passwords

INTRODUCTION

Soccer is the most popular sport in the world (with the U.S. of A. being a major exception), and there are always soccer games in abundance for video game systems. Super Soccer is the best of the batch of Super NES footie games, thanks to a unique perspective on the action and excellent use of Mode 7 scaling. It's also one of the most challenging sports games on any system, thanks to a highly aggressive computer opponent. Kick off!

STRATEGY SESSION

Passing

- The key to effective passing in Super Soccer is knowing when to use a “real” pass (A or Y button) and knowing when to boot the ball downfield with the B button. If the ball is in your half of the field, your priority should be to get it into the other team’s half, so use the B button for a long, hard (ahem) kick. If you’re charging down to the opponent’s goal, get the ball to the feet of your Star Player (see below) by using a “real” pass.

- Against the more skilled teams, trying to pass is almost impossible, since the opposing players are lightning-fast and can pick off passes with ease. In the last few matches of the Tournament, you’re better off just kicking the ball downfield with the B button and getting your players into position to kick it even farther downfield. Then, if you’re lucky enough to get the ball **near** the goal, you can start worrying about getting it *into* the goal.

- Trying to pass is also almost impossible during the second half of the game, since you can’t see your players downfield (the only less-than-ideal aspect of the above-the-field viewpoint).

Shooting

- Even the goalie of lowly Belgium can stop any shot aimed at the middle of the goal. You have to either lure the goalie out of position, or launch long, curving shots that are impossible for the goalie to stop.

- To lure the goalie out of position, you first have to take the ball into the opposing team’s penalty area, which is much easier said than done. Keep moving toward the goal until the goalie leaves the crease and runs out at you. When the goalie makes his move, blast the ball into the far corner of the net or pass the ball to an open man.

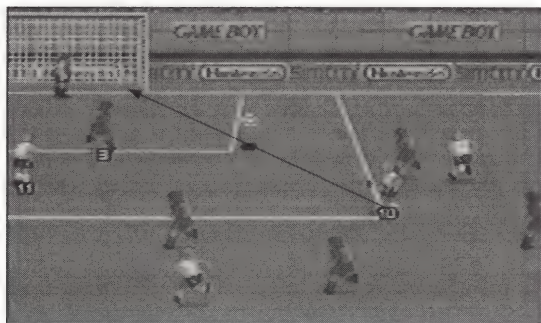
- The luring technique is just about useless against the better teams, which means you'll have to use long-range shots. We've come up with four excellent shooting "spots" where you can score goals just about every time.

- Two of these spots require that you "curve" the ball into the goal. To curve your kicks, move the control pad in the direction that you want the kick to go. For example, if you're running up the field, and want to curve your kick to the left, move the controller Up and Left just after you kick the ball. If you want to curve your kick to the right, press Up and Right instead. Same thing when you're running down the screen; just press Down/Left or Down/Right. Okay, enough explanation. Check out the pics on this page and the next to see the magical, mystical, and most excellent shooting spots.

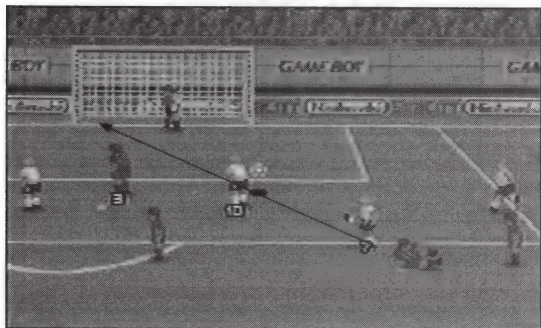
Defense

- One nasty defensive strategy is to continuously use Shoulder Charges on the opposing team's Star Player in a blatant attempt to injure him. You'll lose a player if you get the injury, but it may be worth going a man down to get your opponent's best player off the field.

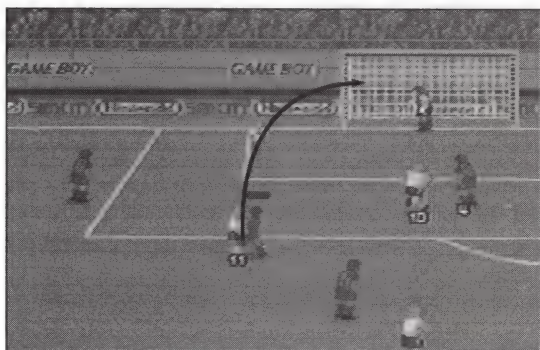
- Whenever the ball is in your half of the field, your only purpose in life should be to get the ball back and kick it into the other half of the field. Don't bother trying to pass the ball until the ball is safely away from your goal.



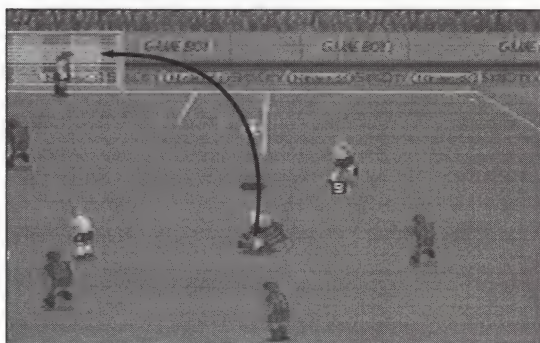
Shooting spot #1. Don't curve the kick.



*Shooting spot #2.
Again, don't curve the kick.*

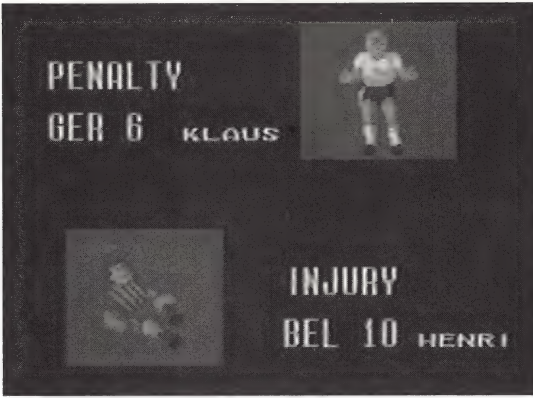


*Shooting spot #3.
Curve the kick to the right.*



*Shooting spot #4.
Curve the kick to the left.*

Star Players



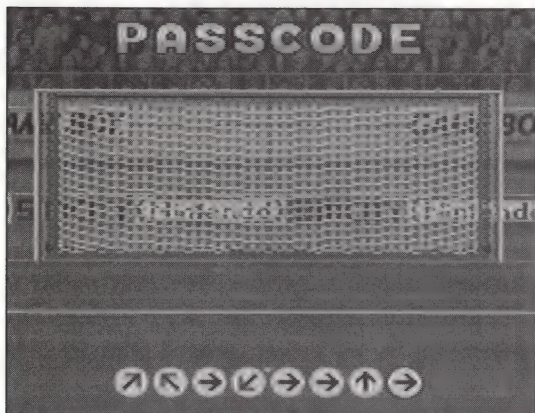
Klaus plays innocent while Henri plays injured.

- Each team has one superstar that can sing, dance, and also play soccer extremely well. Here's a list of the 16 teams and their Star Players.

Team	Star Player
Germany	#10 Rudi
Argentina	#7 Diego
Italy	#10 Primo
Brazil	#8 Paulo
Holland	#10 Lane
England	#10 Brock
Cameroon	#10 Roger
Romania	#8 Nicul
Ireland	#1 Riley
France	#6 Herve
U.S.A.	#10 Bart
Japan	#7 Jiro
Columbia	#9 Rico
Yugoslavia	#9 Cajos
Uruguay	#7 Cecil
Belgium	#7 Shell

THE SECRETS

Computer-Controlled Matches



Computer-controlled match password.

Use this password to set up a two-player match where the computer plays both teams.

Expert Mode



Expert Mode password.

*The Expert Mode.
So hard it's got two
exclamation points.*

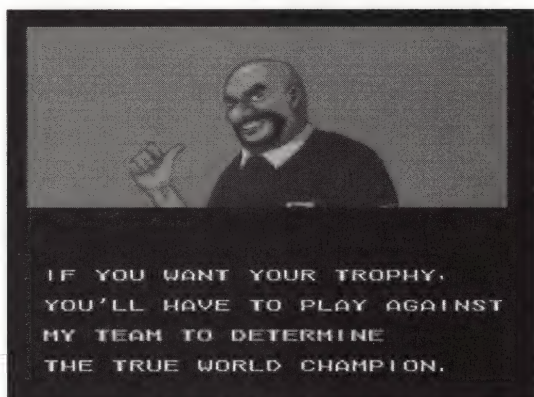


Use this password to play the game in Expert Mode (the word "Expert!" appears on the title screen).

Nintendo Team



After the trophy is taken, your players protest . . .



But the coach of the Nintendo Team issues a challenge.

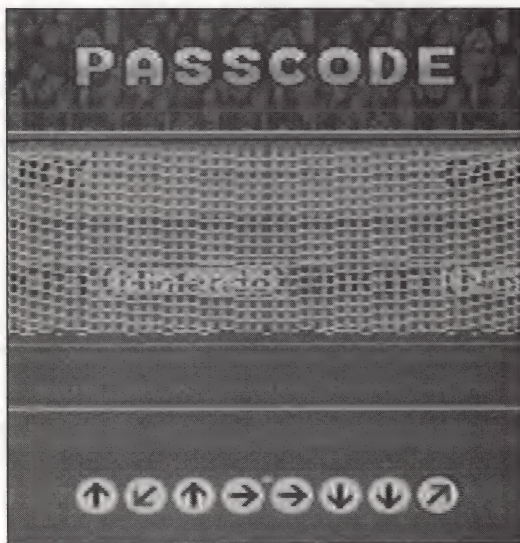
After you win the Tournament, you'll be challenged by the Nintendo Team, an awesome squad that seems to be made up entirely of Star Players. They use a 2-3-5 formation, so you should either use a 2-3-5 (to match their offensive strength) or a Sweeper (to match their five attackers with five defenders). The only way you'll score against Team Nintendo's goalie is by luring him out of the crease, or getting a rebound from a blocked shot and shooting again while he's out of position.

Nintendo Team Vs. Other Teams

Select a 1P vs. 2P game. When the team selection screen appears, press and hold Start on Controller 2, then press B on Controller 2. Player 2's team becomes the Nintendo Team. Player 1 can choose any of the 16 teams with which to challenge.

Passwords

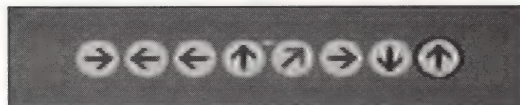
Use these passwords to play as Germany in the Tournament.



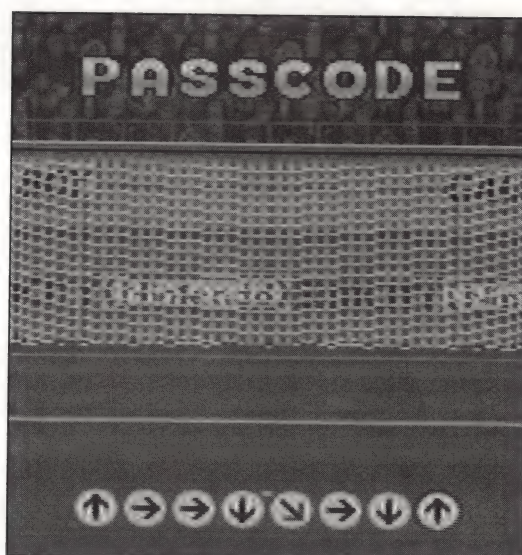
Yugoslavia



Colombia



Japan



U.S.A.



France



Ireland



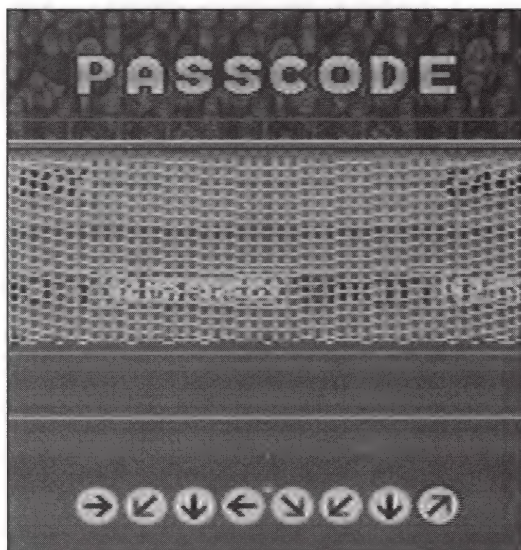
Romania



Cameroon



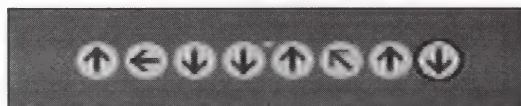
England



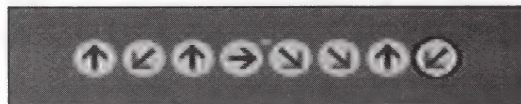
Holland



Brazil



Italy

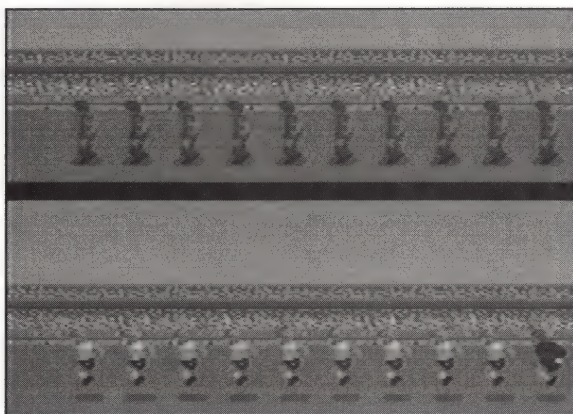


Argentina



Nintendo

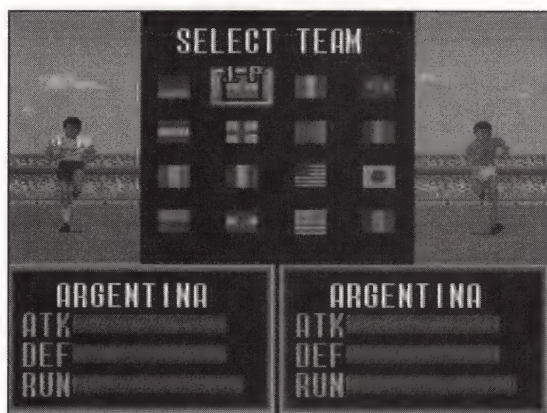
Perky Players



Happy, happy! Joy, joy!

When the teams are running off the field at the end of the first half, or the start of the second half, press the B button to make your players jump into the air.

Two-Player Game With Same Teams

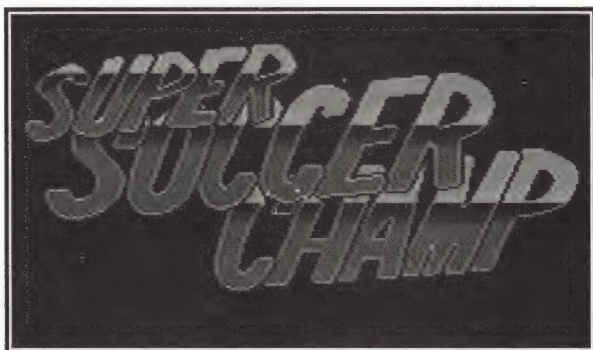


The same team for both players!

Select a 1P vs. 2P game. When the team selection screen appears, have Player 2 move the cursor to the team both players want to use. Press and hold Start on Controller 2, then press B on Controller 2. Player 2's team becomes the Nintendo Team. Now have Player 1 move his cursor onto the same team as Player 2. Press Y on Controller 2 and both players will now have selected the same team. (The jerseys are different colors during the game, so you can tell the teams apart.)

Super Soccer Champ

by Taito



Game Type	Sports
Difficulty	Easy
Players	1-2 (Simultaneous)
Game Save	None

INTRODUCTION

You may have seen Super Soccer Champ in the local arcade; it's a conversion of Taito's own soccer coin-op. Choose one of eight teams from around the world, each with a talented Ace Striker that has an arsenal of amazing goal kicks. Play through the tournament and see if you can become the world champion!

STRATEGY SESSION

Passing

- Passing in Super Soccer Champ is a real challenge, since there isn't a "short" kick in the game. Look at the Field Overview to spot the player you want to pass to and hit Y for a quick pass or B for a slow lob pass. Truth be told, you really don't need to pass much at all. Just get the ball to one of your faster players and sprint upfield. Most of the time, the players on the other team won't be able to catch him. If they look like they might, pass the ball.

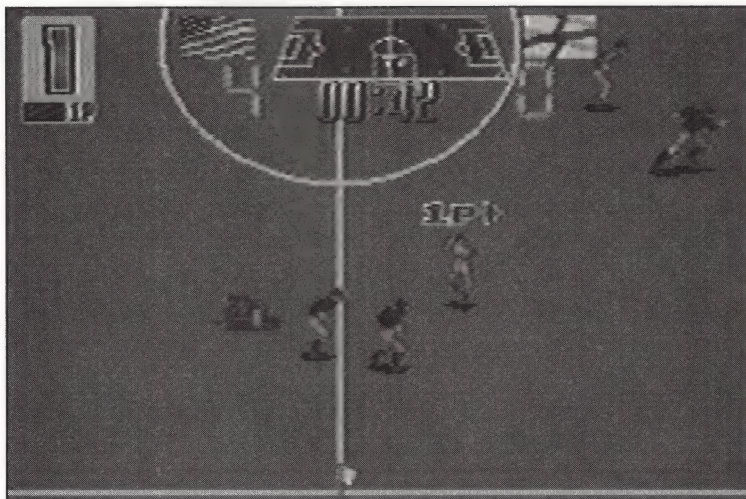
Shooting



The opposing goalies always fall for the up/right (or up/left) kick.

- There's a shooting technique in Super Soccer Champ that almost never fails. Run toward the opponent's goal, aligned with the bottom goal post. When the goalie comes out to defend, kick the ball up and right (or left) with the Y button. Even the best goalies can't stop this kick more than half the time.

Defense



*Knock the ref on his keister and
you can foul to your heart's content.*

- While there are lots of aggressive maneuvers you can use on defense, there's really no point. Just run up to the ball and take it away from the guy who has it. There's no need for rough stuff, but if you want to get rough anyway, try running into the referee and knocking him to the ground for a few moments. This way, he won't see your efforts to knock your opponents into the dirt.

THE SECRETS

Team of Ace Strikers

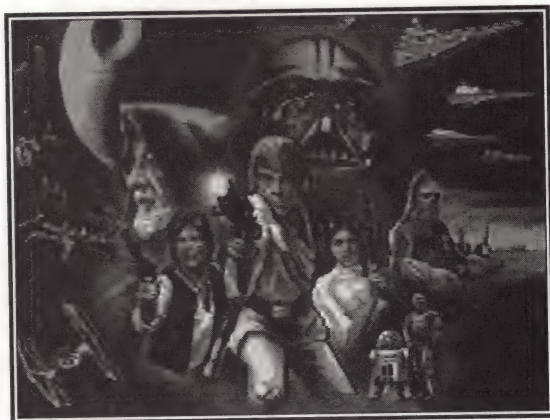
At the title screen, press Up, X, Left, Y, Right, A, Down, B, Left, Up, Right, Down, Select, Start. Choose your team and your Ace Striker. When you start the game, all the players on your team will have the skills of Ace Strikers.

C H A P T E R

19

Super Star Wars

by JVC/Lucas Arts



Game Type	Arcade
Difficulty	Hard
Players	1
Game Save	None

INTRODUCTION

Fifteen years ago, in the Milky Way Galaxy, Star Wars made its debut in theaters all over the planet Earth. What happened? It simply made more money than any other movie in history and revived the entire science-fiction genre. Umpteen games have been based on Star Wars and its sequels, but Super Star Wars is the best one yet, with graphics and sound digitized directly from the film and fifteen levels of frantic action!

STRATEGY SESSION

General Strategies

- The difficulty level only affects how much damage you take from enemies. It doesn't change the number of enemies, the speed of enemy bullets, etc. Even the ending sequence is the same. We played through the game at the Brave difficulty level, but the strategies work for all difficulty levels.
- Later on in Super Star Wars, you can choose from several different characters to play through each level. You can play through the later levels with any of the characters, but we've got our personal favorites which we'll recommend for each level.

Level 1: Dune Sea

- The first enemies in this level are the flying Mynocks. Shoot straight up to hit them; a few blasts will do the job.



Jump in the air and shoot the scorpions to destroy them. Watch out for the Mynocks!

- You'll encounter the scorpion creatures on your way up the first hill of the level. Jump in the air to blast the larger scorpions and they'll split into two smaller scorpions; shoot the smaller scorpions to destroy them. You'll probably take a few hits from the large scorpions, but you'll get enough Health power-ups to restore lost energy.



This Blaster power-up is placed deep in the heart of Womprat territory.

- After you run past the first hill, you'll be attacked by Womprats. There's an infinite number of Womprats in this area, so keep moving to the right as fast as possible. You'll find a Blaster power-up about halfway through the Womprat area. Grab it and you'll be able to kill the Rats with a single shot.

- At the top of the second hill, a Sandworm has burrowed into the sand. Stop below the Sandworm and shoot him in the belly with your Blaster.

- From here, keep running to the right and zapping the plentiful scorpions until you encounter a small sand pit. From here, move slowly to the right and look for a second sand pit. This is the lair of the Sarlacc, but you don't want to charge into it too fast. Instead, move slowly to the right until the Sarlacc's



Stand on the left side of the Sarlacc pit and fire away when it attacks.

energy meter appears at the bottom of the screen, then jump back to the left onto the bank of the sand pit. Face to the right and start blasting. When the Sarlacc erupts from the pit, zap him in the belly. When he fires boulders at you, jump into the air and shoot the boulders, or shoot your Blaster diagonally (up and right) to destroy them. Keep firing until the Sarlacc is toast!

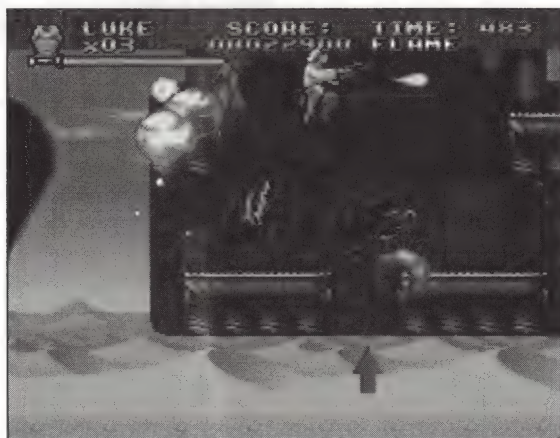
Level 2: Tatooine I



Luke blasts the Jawas from the cool air-conditioned comfort of his Sandspeeder.

- There are two ways to get through this level. The boring way is to stay still and let the Jawas fly toward your Sandspeeder, then zap them. If a Jawa gets behind you, however, you'll have to kick in the jets and track him down. The exciting (but dangerous) way is to fly around, shooting the towers, Jawas, and Womprats to reveal power-ups.
- When you've defeated ten Jawas, the game prompts you to fly toward the Sandcrawler. If you've got a full tank of Jet fuel, fly toward the Sandcrawler and stay at the top of the screen so the Jawas can't hit you with their grenades.

Level 3: Outside the Sandcrawler



When you see this arrow, jump up onto the Sandcrawler.

- Run to the right, shooting the attacking Jawas along the way. When you reach the Sandcrawler, shoot the hatches (which release flying robots) and keep moving right until you find a blinking arrow pointing up. Jump onto the platforms above the arrow, then jump left onto the Sandcrawler's tread.
- Run to the left and you'll spot a Jawa standing atop a platform. Shoot the li'l guy and jump onto the platform. Now start jumping to the right from platform to platform. You'll have to use both regular and Super jumps. If you fall, jump back onto the tread and try again.
- You'll eventually reach the right side of the Sandcrawler. Jump up the moving platforms until you land on the one that moves to the left. Now start jumping along the platforms to the left, still shooting like crazy to blow up the hatches and eliminate the Jawas. If you land on a platform and can't see the next platform to the left, use the L button to look down.

- When you reach the left side of the Sandcrawler, jump up to the top. Blast the laser cannons that pop out of the top of the Sandcrawler; if your Blaster is sufficiently powered up, you can destroy the cannons with a single shot. If it's not, you'll



A powered-up Blaster can destroy the cannons with a single shot.

have to jump when the cannons shoot at you. (An interesting note: you can stand on top of the cannons without taking damage.)

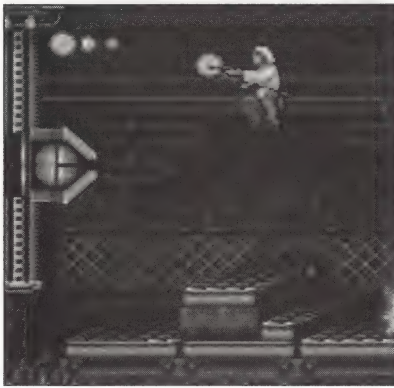


Stand underneath the arrow and jump straight up to enter the next level.

- Run to the right until you find a second blinking arrow, this one pointing into the Sandcrawler. Stand below the arrow and jump straight up. You'll fall into the Sandcrawler and finish the level.

Level 4: Inside the Sandcrawler

- There's only one pathway through the Sandcrawler, so we don't need to give you directions to find your way through; we'll just tell you about the hazards you'll encounter (and about a super-secret power-up area).
- The first few floors of the Sandcrawler are loaded with Jawas and small circular traps in the floors. Shoot 'em both and keep going until you find a Blaster power-up. Grab it!

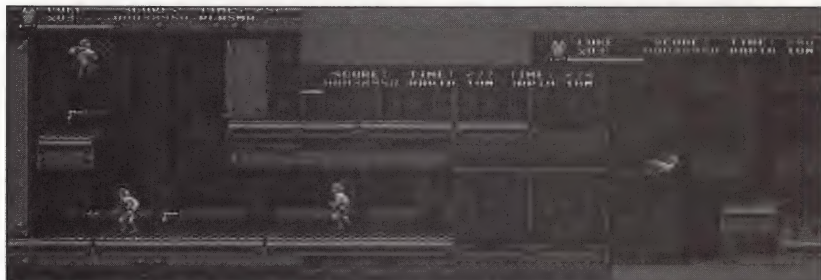


Jump and shoot the cannon to destroy it , , ,



Then jump onto the girder and ride across the spikes.

- The second section of the Sandcrawler is guarded by spikes in the floors and large laser cannons moving up and down on metal girders that move left and right. Destroy the cannons, then jump onto the girder and let it carry you to the left, across the spikes.
- At the end of the second section, **don't** drop down into the next corridor with the box droids. Instead, Super jump up and left into the wall. Keep holding the control pad to the left and you'll land inside a hidden passage. Run left to find two Health power-ups, two Blaster power-ups, and a hidden



This composite picture shows how to get to the top-secret area inside the Sandcrawler.

Extra Life (shoot directly above the Blaster power-up on the right). Snatch all the goodies, run back to the right and drop down into the corridor.

- The third section of the 'Crawler is filled with box droids and force fields that activate when you get too close. Use the slide to get past the force fields. it may take several tries, so keep at it until you get past.

- The fourth section of the 'Crawler is guarded by laser cannons attached to the ceiling of the corridor. Jump up and shoot the cannons at the point where they're attached to the ceiling.

- When you fall into a large room, run to the right and jump onto the small ledge. Move as far to the right as possible, then turn left. A weird creature crawls onto the screen and starts attacking. Jump up into the air and shoot



So just what the heck is this creature exactly?

down and left to hit the creature. When you kill the freaky foe, he drops a Blaster power-up.

- Run to the left and jump quickly from platform to platform; these platforms drop into the spikes about a second after you land on them. Keep going until you reach the platform next to the lava. Jump onto the platform and hold the control pad to the right. Keep holding right until you safely land on the ledge below. (If you don't hold to the right, you'll land in the lava and die instantly.)

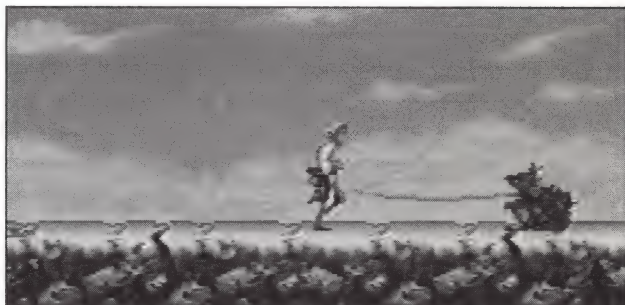


*The massive Lava Beast Jawenko guards R2-D2.
Can you survive?*

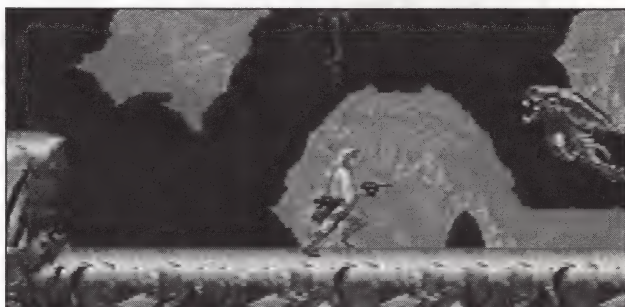
- Run to the right and jump across the lava until you reach the Lava Beast Jawenko. Start blasting away and watch Jawenko's mouth. When Jawenko opens his mouth, jump into the air to avoid the fireball stream that he shoots at you. Keep blasting until Jawenko is defeated, then jump to the right to find R2-D2 and finish the level.

Level 5: Land of the Sandpeople

- The Drogs at the beginning of the level are easy to shoot, but they leave behind an icky, sticky pile of slime. The slime doesn't hurt you, but it slows you down if you walk through it.



Blast the Droog and jump over the pile of slime it leaves behind.

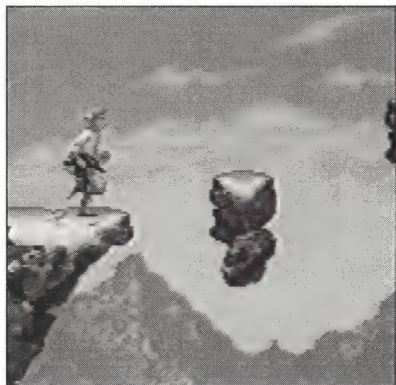


See the stalactite falling directly at Luke? No? Neither did the player who's about to get hit by it!

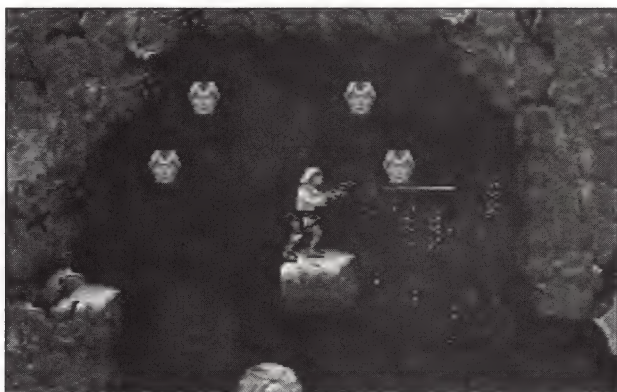
- There are nasty falling stalactites in the cave where you encounter the Sandpeople for the first time. Watch out for 'em as you run to the right.
- After you slide underneath the moving rock, you'll have to make a tough series of jumps across narrow ledges. Use regular jumps, not Super jumps, and be ready to leap off collapsing ledges at any moment.
- There's a nice, solid ledge on the right side of the narrow ledges. Jump onto it and run to the right, then drop to the bottom of the cave. Shoot the Sandworm, then run left into a dead-end room. Shoot into the upper-left corner of the room to uncover an Extra Life. Grab it and head to the right until

you find a second group of narrow ledges. Jump across the ledges and find the mysterious Obi-Wan Kenobi to complete the level.

- Okay, it's time to discover the most awesome hidden area in the entire game. Move to the right and drop off the cliff, then steer back to the left and you'll land on a ledge. Run left into a secret room with boulders falling from the ceiling. Use your Blaster to reveal four hidden Extra Lives in addition to the three that are already visible, for a total of



Walk off the right side of this ledge and steer left...



*To find a room packed with seven Extra Lives!
What a find!*

seven extra lives! Amazing! You'll have to sacrifice one life by jumping off the ledge, since you can't get back up to the narrow ledges, but who cares? Fall into this room over and over again to build up your lives (up to 99) before you continue onward.

- Once you've had your fill of free lives, jump across the narrow ledges. If you miss a jump, hey, don't worry about it—just get yourself some more Extra Lives and try again. Eventually, you'll make it across the ledges and find the mysterious Obi-Wan Kenobi to complete the level.



Obi-Wan Kenobi. You can blast the old fogey for laughs; he won't be hurt.

Level 6: Land of the Banthas

- This is the first level where Luke is armed with the bitchin' Lightsaber. Use it to eliminate the attacking Sandpeople with a single swipe.



Say aaah!

- There's no special technique for attacking the Banthas; just get in their faces and swing away with the Lightsaber. When a

Bantha dies, it explodes with the power of a Thermal Detonator, conveniently wiping out any Sandpeople on the screen.



The Mutant Womprat lashes with its extra-long tail. Jump and slash with your Lightsaber.

- The Mutant Womprat is the boss of the level. Stay far enough away from the Rat so it can't get you with its claws (or tail). Keep jumping into the air and swinging the Lightsaber. The Rat will jump at you and be hit by the Lightsaber. Turn left and use the Lightsaber to kill any stray Womprats. When the Mutant is almost out of energy, get in close and start swinging. You'll take more hits but finish him off more quickly.

Level 7: Tatooine II

- This level is the same, strategy-wise, as Level 2; you just need to eliminate twenty Jawas instead of ten, and you have to fly toward Mos Eisley instead of the Sandcrawler.

Level 8: Mos Eisley

- So large a level, so little to say! How about "Run to the right and slash everything in sight?" Actually, we've got one useful tip: stay on the higher ledges. The boxes on these ledges have more power-ups inside them.

Level 9: Cantina Fight

- Choose Chewbacca as your character for this level. He starts out with a more powerful Blaster than Luke; so powerful that you only need one Blaster power-up to have the most powerful Blaster possible.



A Garindan leaps over Chewy's head. Turn and fire whenever a Garindan jumps.

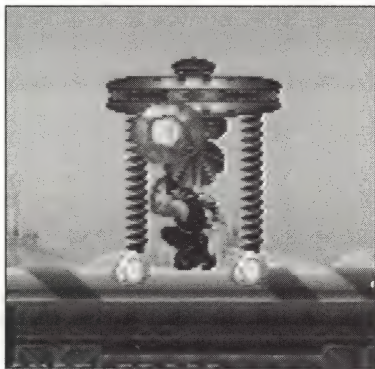


Perfect timing is required to jump over the Kalaar Boss's long neck and power punches.

- There are lots of enemies in the Cantina—Sivraks, Greedos, Ponda Bobas—but the most dangerous are the Garindans. These guys hide in their capes until you get close, then jump into the air and attack. Fire up and right as they leap into the air, and adjust your aim as they arc above you and land on your left.
- The Kalaar Boss Monster is nasty. Blast him fast and leap over his stretchy head and flying fists. Your jumps have to be perfectly timed, so expect to take lots of hits. Just keep shooting until one of you bites the dust—hopefully the Boss Monster.

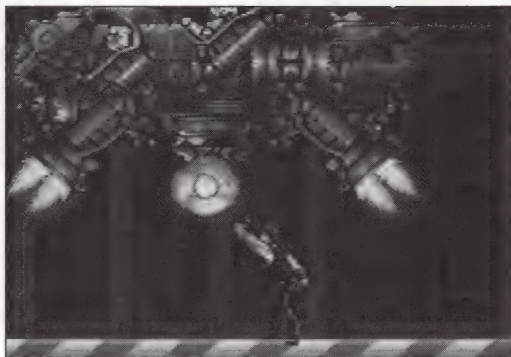
Level 10: Escape From Mos Eisley

- Choose Han Solo as your character for this level. He's got a fully powered-up Blaster.
- The first part of the level is a lot like Level 8. Just blast and jump your way to the Maintenance Droid. Against the Droid, duck down and shoot the Droid until you destroy both of its arms, then stay crouched and shoot the Droid as it smashes the ground with two huge screws. When you destroy the Droid, run to the right and blast through the wall.
- Now you're inside the hangar bay. Not too much in the way of strategies here: just keep going to the right and blast whatever gets in your way. The claws are the most dangerous objects: don't walk under them or you'll be smashed in their grip. Shoot them from a safe distance.



Han Solo nukes the Maintenance Droid.

- The Hover Combat Carrier is the hangar boss. Roll underneath the Carrier and shoot the laser cannon mounted on the bottom. Once you've destroyed the cannons, shoot the jets on either end of the Carrier, making sure to stay underneath.

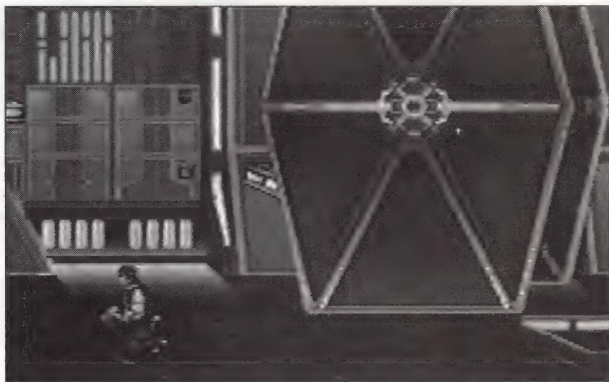


Aim for the cannon underneath the Hover Combat Carrier first.

- With the jets destroyed, shoot the laser cannons on either side of the Carrier to leave it totally defenseless and deliciously vulnerable. Blast the Carrier until it goes boom!

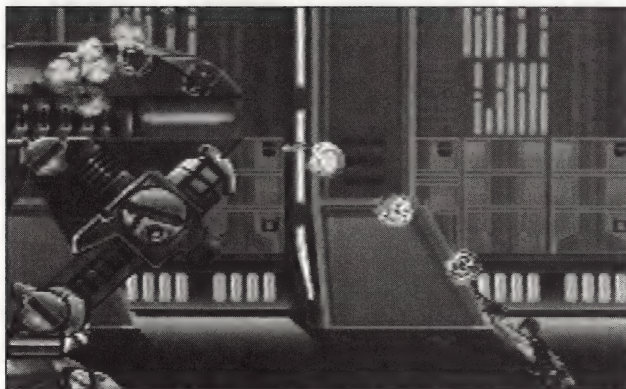
Level 11: Death Star Hangar Bay

- Choose Han Solo as your character for this level. When he jumps, he stays in the air just a bit longer than Luke, and you'll want the extra jumping ability in this level.



*A TIE Fighter streaks down the Hangar Bay.
Duck or be clobbered!*

- The biggest danger in this level are the TIE Fighters streaking down the hangar. If you're on the platforms (and you should be, since this is where you'll find most of the power-ups), jump over the TIEs. (See why we told you to choose Han?) If you're on the ground, duck as they pass overhead.
- The Stormtroopers in this level are completely brain-dead; you can easily lure them into the holes on the bottom of the hangar. Just don't fall in yourself.
- The Imperial Defense Droid is a tough boss to beat—unless your Blaster is at the Seeker power-up level. How so? Read on.

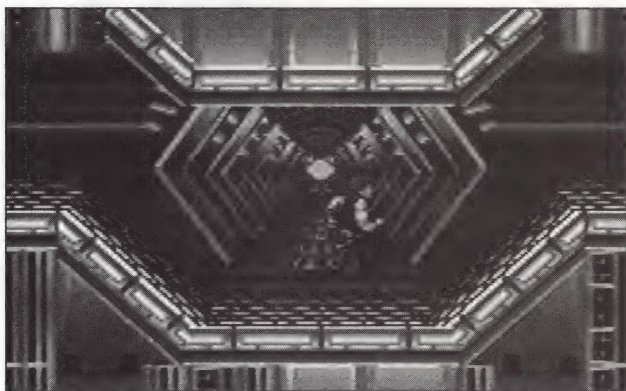


*With the Seeker power-up, defeating
the Defense Droid is way easy.*

- Roll underneath the Droid and stay on the far right side of the screen. If you have the Seeker, all you really have to do is keep shooting up and left. Your Seeker bullets will automatically hit the Droid's red weak spot when it appears, and they'll also destroy the bullets that the Droid shoots at you.
- Without the Seeker power-up, move to the left when the Droid jumps in that direction, then shoot the weak spot when it appears. You'll have to dodge (or shoot) the Droid's bullets.

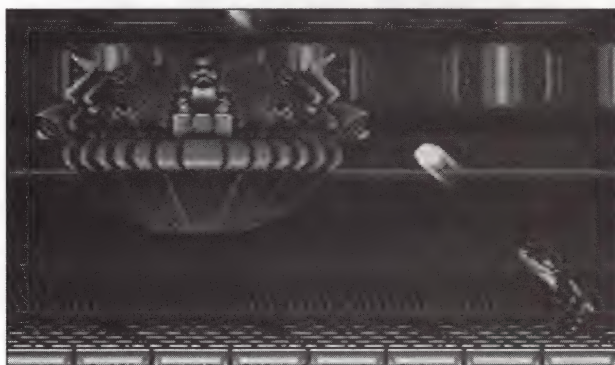
Level 12: Rescue of the Princess

- Choose Han Solo as your character for this level.

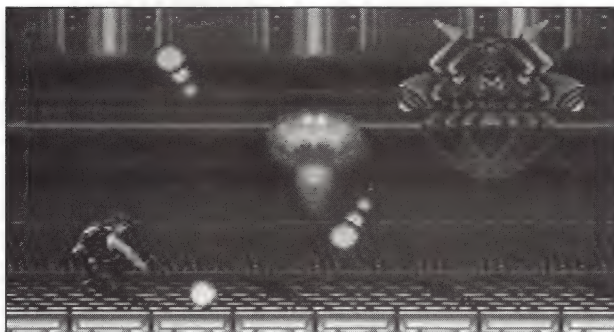


You gotta be quick to make it past these hangar doors alive.

- The best way to get past a hangar door (you know, the one that smashes into the ground!) is to wait until it starts to rise into the roof, then roll underneath, run to the right until you reach the bottom of the slope, and jump. It'll be a close call, but it's always close no matter how you get past the door.



The Detention Guard Boss is an easy boss to defeat. Stay to the far right, duck, and shoot.



Stay underneath the Guard Boss's second form and shoot it from below.

- You're sent to detention at the end of the level by the Detention Guard Boss. Run to the far right side of the screen, turn left, crouch, and shoot up and left. The Guard Boss may hit you with a few Seeker missiles, but your Blaster will cause him much grief (and the more powerful, the better). You also shouldn't have any problems with the Stormtroopers that the Guard Boss drops down at you. When the Guard Boss blows up, he's not quite finished. Move directly underneath the second Boss to avoid his lasers and shoot him in the belly. When the second Boss is destroyed, run to the right to finish the level.

Level 13: Tractor Beam Core

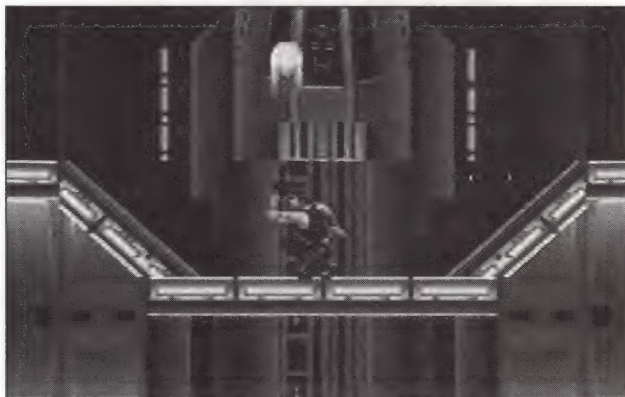
- Choose Han Solo as your character for this level. (This is the last side-view level, by the way.)
- There are lotsa little lasers on both sides of the core



Shoot straight up to hit the lasers placed on the Core.

in the middle of the screen. Destroy as many of these lasers as you can. Some platforms float upward in such a way that you can stand on one side of the core and shoot straight up to destroy the lasers.

- If you can't go any higher because no platforms appear, try waiting on a ledge on either side of the screen. A platform should eventually float onto the screen that will carry you higher up.

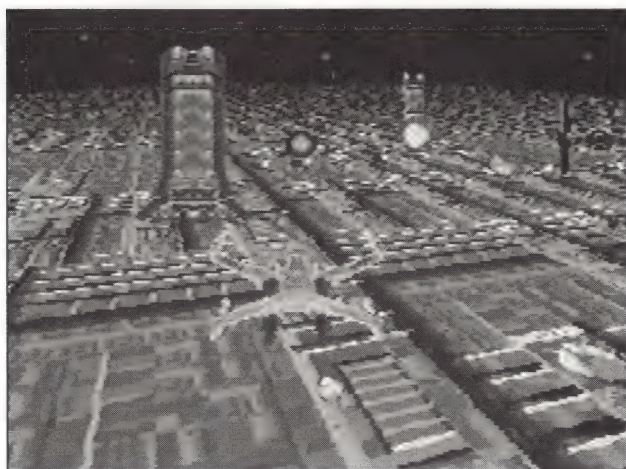


Duck and shoot upward from here to avoid being attacked at the top of the Core.

- When you reach the Tractor Beam Power Level, stay on the floating platform and shoot the enemies from below, then jump upward, crouch, and shoot straight up rapidly until the Tractor Beam is destroyed. Don't jump any higher or you'll bring enemies onto the screen.

Level 14: Death Star Attack

- Check out those Mode 7 effects! Awesome! Almost as awesome as the goal of this level: destroy 20 TIE Fighters and

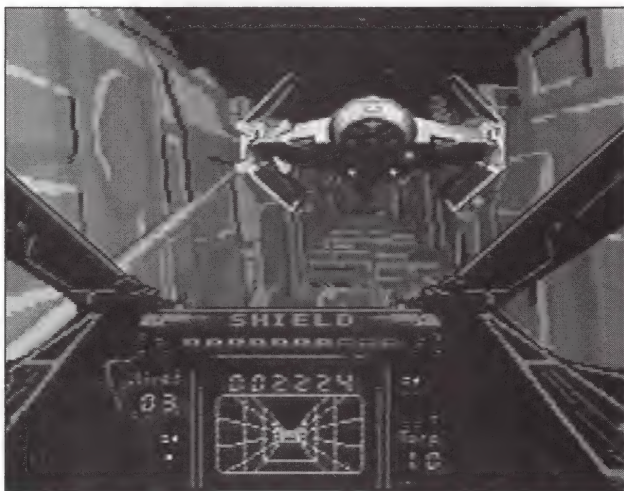


Check out the Mode 7 effects in this level! Yowza!

20 towers. Our advice: stay low, don't turn too much (you really only need to turn to avoid TIE laser fire), and keep shooting as fast as possible (okay, this one's a bit obvious). You'll probably destroy your quota of TIEs before the towers, in which case you'll have to turn to shoot them as they appear on the screen.

Level 15: Trench Battle

- Shoot the attacking TIE Fighters and their laser fire. There's no way to dodge the lasers; shooting them is the only way to avoid taking damage.
- When the readout at the bottom of the screen reaches 2400, Darth Vader himself attacks you in a customized TIE Fighter. His ship can take a huge amount of hits, so keep blasting (and blasting the lasers he fires at you).

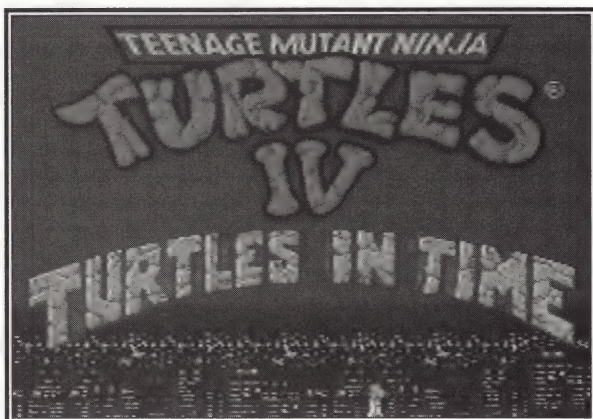


*Darth Vader attacks at the end of the final level.
"Use the Force, Luke..."*

- When Darth is defeated, watch the readout. When it reaches zero, press L and R to fire your proton torpedoes. You've completed the game! If you've seen Star Wars, then you've probably got a hunch what the ending sequence is like . . .

Teenage Mutant Ninja Turtles IV

by Konami



Game Type	Arcade
Difficulty	Easy
Players	1-2 (Simultaneous)
Game Save	No

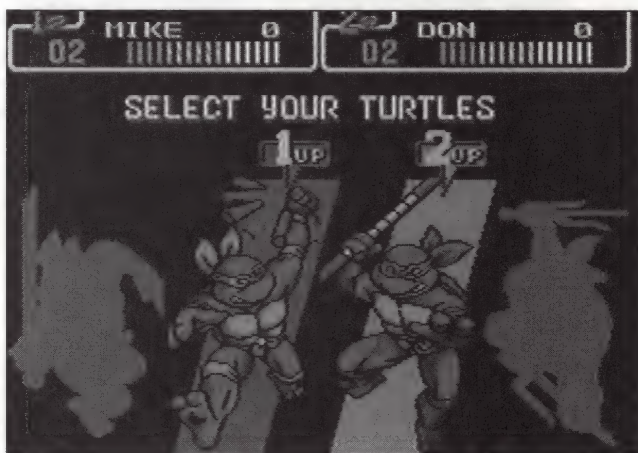
INTRODUCTION

After three excellent adventures on the 8-bit NES, the green pizza-scarfing fiends have made the jump to the Super NES. As always, they're fighting against the evil forces of Krang, the Shredder, and the Foot Clan. The twist in this adventure is that they've been sent back in time! Help the Turtles find their way back to their own time and thrash the Shredder once and for all—or at least until TMNT V.

STRATEGY SESSION

General Strategies

- Got a rapid-fire controller? Turn on Button Y and you can use your regular attack with lightning speed.
- The TMNT IV instruction manual says that the Box of Hard Knocks uses up one of your extra lives, but that ain't the case. Don't be afraid to use the Boxes and shred through your opponents.



*Donatello and Michelangelo
are the best team in two-player mode.*

- In a two-player game, choose Donatello and Michelangelo. They're the most effective fighting team. During the game, surround your enemies and knock 'em back and forth between you.
- Like most Konami games, you'll only get to see the "true" ending sequence after beating the game on the Hard level. We played through the game on the Hard level to write this chapter, but the tips still apply to all difficulty levels.

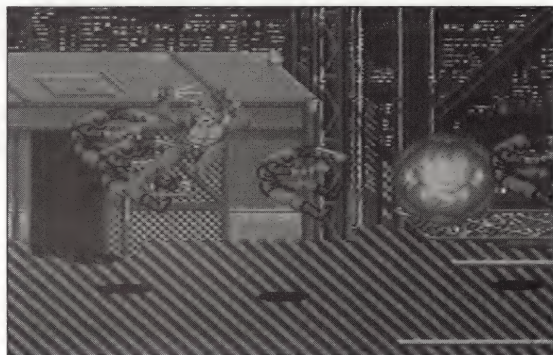
Level 1: Big Apple, 3 A.M.

- At the beginning of the level, hit the cones into the charging Foot Clan soldiers. It's fun!
- There are two locations in the level with huge wrecking balls crashing down onto the ledge. Watch the shadows of the balls



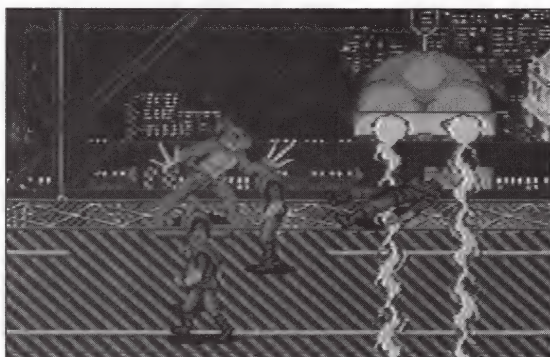
The brain-dead Foot soldier, about to be squashed.

to avoid them. You can also lure soldiers underneath the balls and watch 'em get squashed.



Slash the barrel to blow away the Foot soldiers.

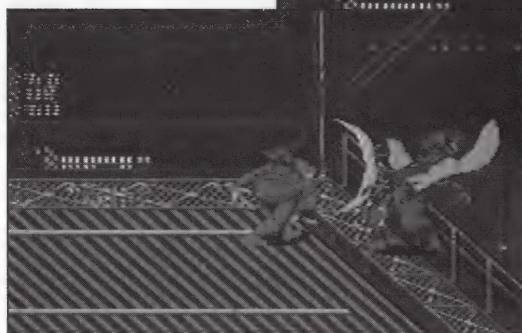
- Slash the barrel next to the elevator shaft; when it blows up, it'll take all the enemies on the screen with it. And don't pick up the pizza near the shaft until you really need it.



*When Krang's eyes start to glow,
he's about to fire his eyebeams.*

- When Krang pops up in the background, stay away from his deadly eyebeams.

*Jump and kick
Baxter Stockman
in the air . . .*



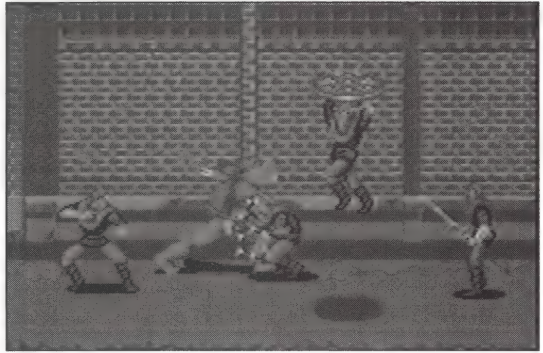
*Then slash him to
bits on the ground.*

- Baxter Stockman is the buggy boss. When he's in the air, hit him with Flying Kicks; when he's on the ground, whack him with rapid regular attacks. Baxter switches from shooting bullets to extending a giant hand after you do some damage, so watch out for it.

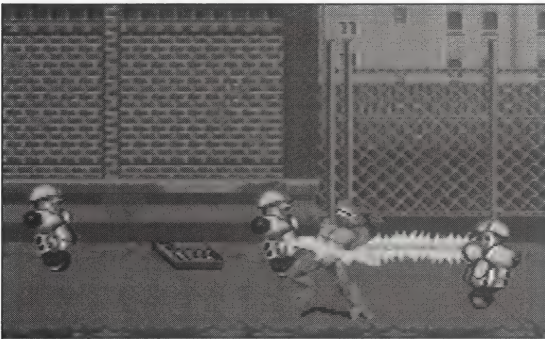
Level 2: Alleycat Blues

- Slash the fire hydrants to release a torrent of water, and take out unlucky Foot Soldiers with the hydrant cap.

*The Foot soldier
pops out of the
manhole to attack.*



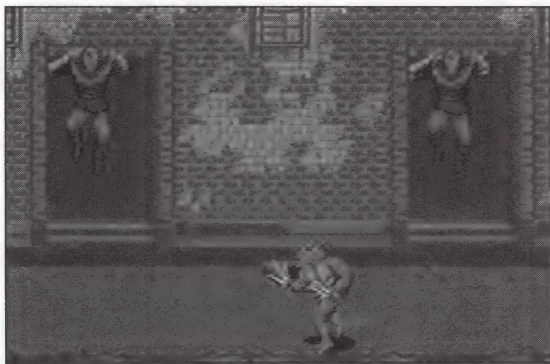
- Watch for the manhole; there's a Foot Soldier hiding underneath. He'll jump out at you and throw the manhole cover. Jump over the cover and kick his butt.



*Shock treatment,
courtesy of the
Roadkill Rodneys.*

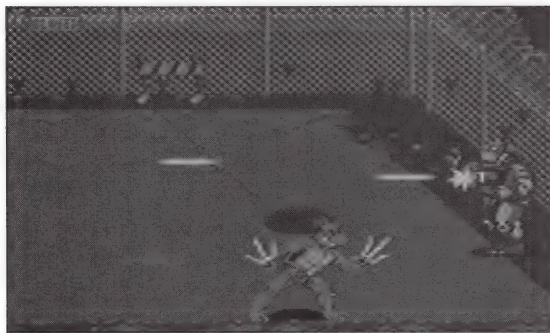
- Three Roadkill Rodneys make their appearance just after the manhole. These robots have devastating electrical attacks. Use the Flying Kick and Snake Killer maneuvers to destroy them.

- A large group of Foot Soldiers attacks you from behind the fence. Grab one of the Soldiers and use the Whipit move to take out most of the other Soldiers.



Wait until the Foot soldiers jump out of the building before taking the Box.

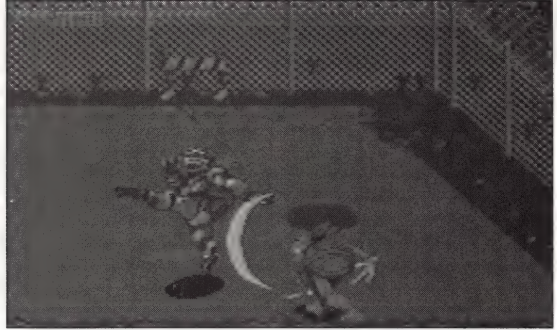
- There's a Box of Hard Knocks handily placed next to a warehouse full of Foot Soldiers. Wait until all four Soldiers jump out of the warehouse before you take the Box.



Jump over the lasers and stay under the manhole.

- The boss of this level is the metallic Metalhead (although the instruction manual calls him Mechaturtle). Metalhead's pattern is easy to spot; he jumps onto the far right side of the screen and fires lasers to the left, then he jumps into the

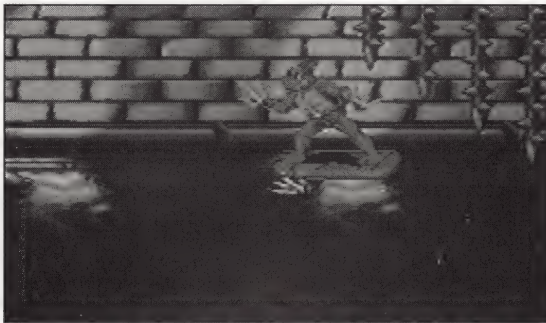
Slash Metalhead when he jumps to your left.



middle of the screen to attack. Dodge the lasers, then position yourself below the open manhole and hit Metalhead as he jumps to the left. You can get several good whacks on him before he returns to the far right and starts shooting again.

Level 3: Sewer Surfin'

- Knock the Foot Soldiers off their surfboards for bonus points. The only Soldiers that are tricky to hit are the blue Soldiers with the swords; move to the right and slash them.



Don't go too far to the right or the spikes will hit you.

- After the Soldiers are four sets of spikes. Move to the right side of the screen (but not all the way to the right) to avoid them.

- Once you've passed the spikes, you'll surf through several groups of mines. Grab the question mark boxes (which are actually nummy-nummy Pizzas in disguise) and leap over the mines.



Pizza Monsters!

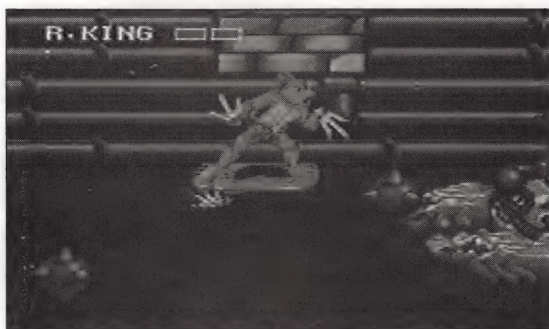
- After passing through the mine fields, you'll be attacked by the gruesome (but tasty) Pizza Monsters. Watch the water to see where they're going to leap out and attack them from behind. You can also hit 'em with Jump Kicks.

	1P
FOOT SOLDIER	18
PIZZA MONSTER	02
BONUS PIZZA	03
BONUS POINTS	00
POINTS SCORED	23

*The bonus points
are added to your
previous score.*

- You'll know that you're done fighting the Pizza Monsters when two posts zoom by in the foreground. Move toward the top of the screen to collect a pizza, then watch as your bonus

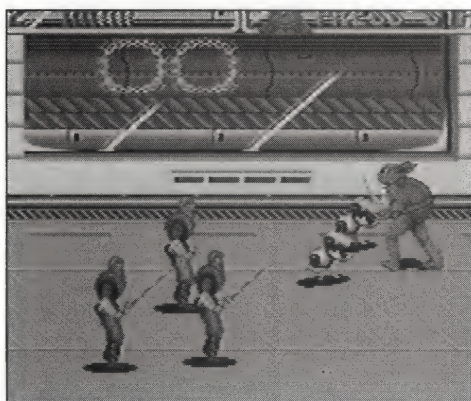
points are added up. You'll get one point for every Foot Soldier and Pizza Monster you defeated, and another point for each pizza you collected.



Stay at the top of the screen to avoid River King's mines.

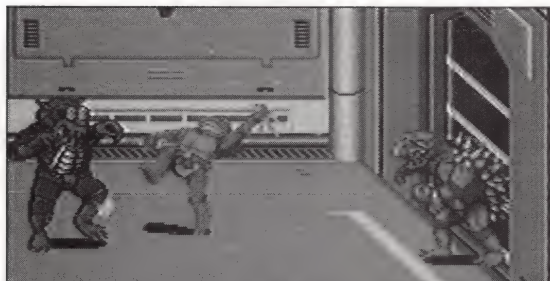
- Once the bonus points are counted up, it's time to fight the boss, River King. Hit the King's vehicle in the nose to cause damage. When the King starts dropping mines into the water, move to the top of the screen to avoid them. The King drops eight mines at a time, so resume attacking his vehicle as soon as he drops the eighth mine.

Level 4: Technodrome



- You'll encounter three Roadkill Rodneys at the start of the level. Like we said a few paragraphs back: Use the Flying Kick and Snake Killer maneuvers to destroy them.
- The Mousers break

The pesky Mousers on the attack.



*Keep attacking
until Rahzar turns
into...*



*A harmless mutt.
Hit the mutt to
hear pitiful
whelps.*

out of the glass to attack you. They're small, but deadly. Use your Special Technique or Snake Killer move.

- Tokka and Rahzar are the mid-point bosses. Tokka attacks with a freezing ray, and Rahzar uses a heat ray. Use the Bulldozer and regular attack moves while avoiding the electric beams on the right side of the screen. If you hit Tokka or Rahzar four times in a row, he'll charge at you after the fourth hit, so your plan of attack should be to strike four times and then dodge. (When Rahzar turns into a harmless dog, try attacking the dog to hear some pathetic whimpers.)

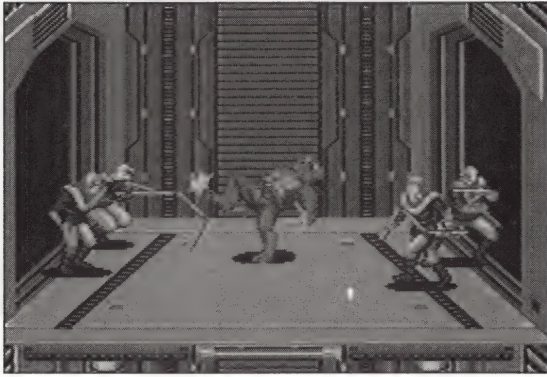
- After you defeat the two mid-point bosses, get ready for some elevator action. There are six floors in all.

- **Floor 1:** Save the pizza until you absolutely need it.

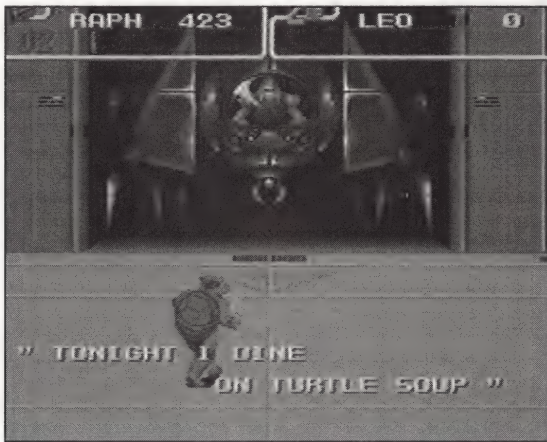
- **Floor 2:** Foot Soldiers.

- **Floor 3:** Roadkill Rodneys. These suckers are nasty as ever. Use the Flying Kick or Snake Killer.

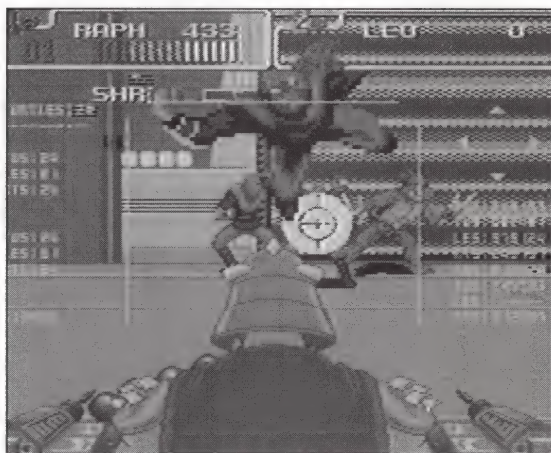
- **Floor 4:** Mousers. You can destroy them all with a single well-timed Special Technique move.



- **Floor 5:** Nunchuk-wielding Foot Soldiers. Use the Snake Killer.
- **Floor 6:** Foot Soldiers equipped with shields. Smash them with the Bulldozer or attack them from behind.
- After the sixth and final floor, you'll face off against the Shredder. Run back and forth at the top of the screen to avoid the Shredder's gunfire. Attack the Foot Soldiers and use the Catapult move to throw them out of the screen and into



Gee, I bet the Turtles have never heard that line before.



Throw Shredder's Foot soldiers at him to cause damage.

the Shredder. If you're playing on the Hard mode, the Foot Soldiers will have shields, so you'll have to use the Bulldozer move to disable them. In the other modes, you can simply thrash and throw.

Level 5: Prehistoric Turtlesaurus

- When the screen starts to shake in this level, get ready to leap over stampeding dinosaurs. (They always charge from the right side of the screen.)
- Once you enter the cave, watch for blue stalactites in the ceiling. They'll fall down when you move to the right, so watch out.

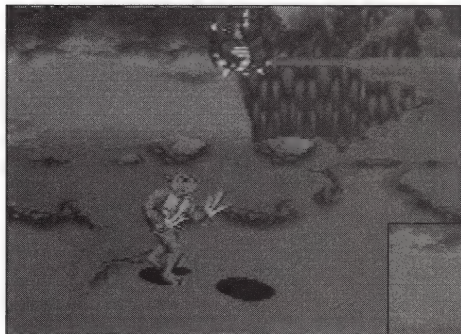


Falling stalactites. Very pointy and very painful.



The Stone Warriors are tough!

- The Stone Warriors make their first appearance in the cave. They can be easily whopped with your regular attack. You can hit them even when they charge at you. Just make sure to keep them all on one side of you. (Of course, it makes sense to avoid getting surrounded no matter what enemies are on the screen. But that's kinda obvious, innit?)



Wait for Slash to jump into the air . . .

Then whack him when he lands.



- Nine out of ten TMNT IV players agree: Slash is the toughest boss in the entire game. He's lightning-quick and can't be attacked from in front. Wait until he jumps into the air, then hit him from behind with your regular attack when he

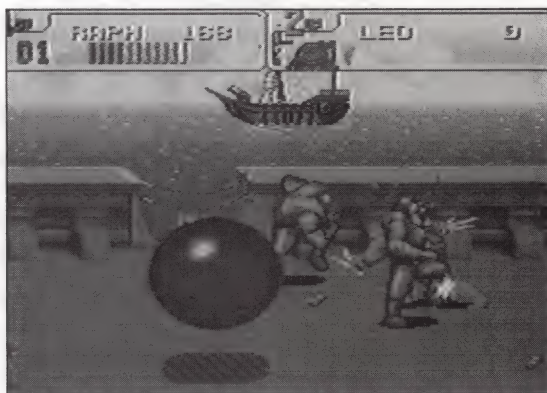
lands. You can get in several good hits before he leaps into the air again. When he uses his rolling attack, counter with a Flying Kick. Stay in the middle of the screen, because Slash is even deadlier when you're pinned against either side of the screen.

Level 6: Skull and Crossbones



A Turtle gives himself a nose job, the hard way.

- Stay clear of the booby-trap planks on the deck of the ship. (The trapped planks are the ones with the li'l pieces of wood extending above the deck.)



This ship doesn't appear in the Easy Mode.

- In the Normal or Hard modes, a ship sails past in the background and fires massive cannonballs at you. Stay to the right side of the screen to avoid them.



Stay in the lower-left corner and keep attacking until . . .

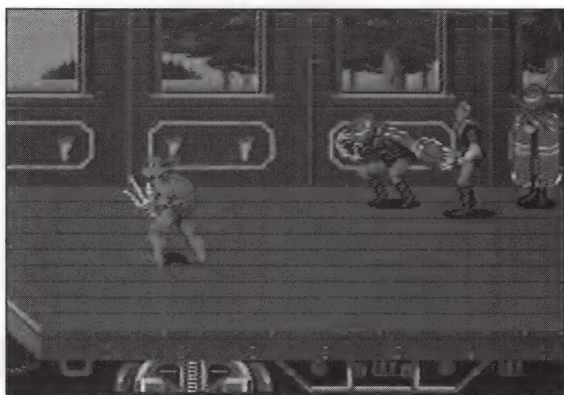


Bebop and Rocksteady attack each other.

- Bebop and Rocksteady are the bosses. Stay at the bottom of the screen and hit them with rapid regular attacks as they move down at you. After you do some damage, they'll attack simultaneously, but they're still easy to hit. Keep attacking until these two boneheads get so angry that they attack each other.

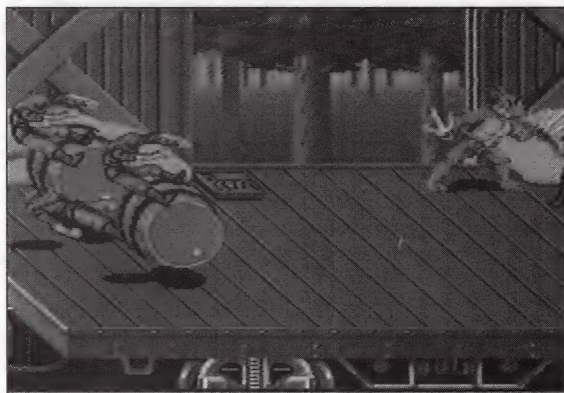
Level 7: Bury My Shell At Wounded Knee

- Hit the red barrel at the start of the level to quickly eliminate the first two Foot Soldiers.



*The coat racks
are Foot soldiers
in disguise.*

- Inside the first train car, three Foot Soldiers are disguising themselves as coat racks. Nice thought, but you can hang 'em out to dry.
- The first group of Stone Warriors attacks with long girders. Get aggro and use Bulldozer and regular attacks against the Warriors.

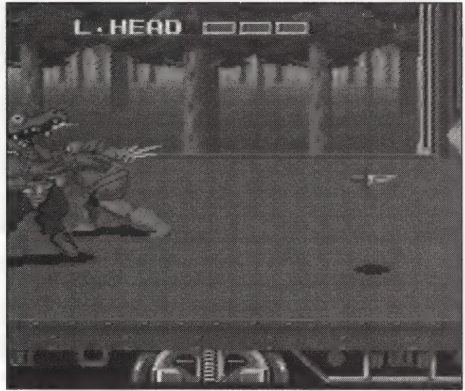


*The barrels really
bowl the Foot
Soldiers over.*

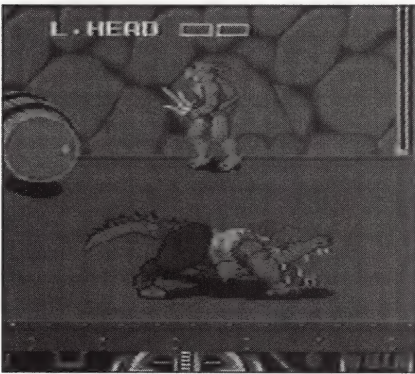
- Don't grab the first pizza of this level until after you jump over (or get squashed by) the barrels.
- In the first train car after the pizza, you'll be attacked by a large group of Stone Warriors. Wait until three or more of them are on the screen, then slash the box of explosives at the top of the car to blow the Warriors away.

- There's a second pizza, and more barrels to jump, just before the boss. Leap the barrels, scarf the pizza, and prepare for battle.

- Leatherhead's an easy boss to thrash. When you hit him three times, he'll scurry across to the other side of the screen and attack from there. Use your regular attack to hit him three times (watch out for his tail!), then move away from



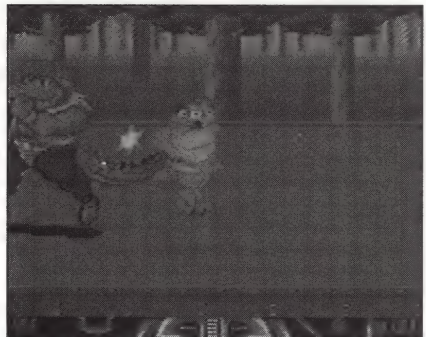
Hit Leatherhead three times, then watch out . . .



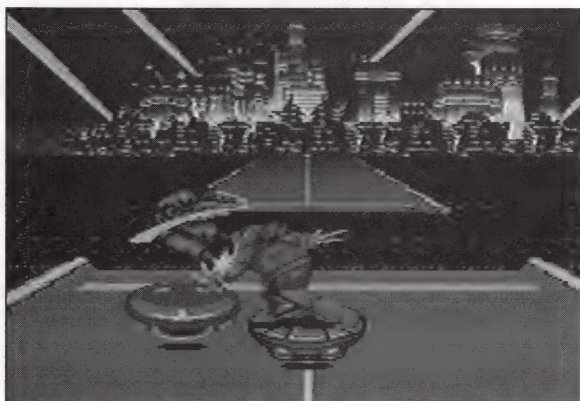
Because he'll run across the screen.

him as he runs across the screen. Once he stands up, attack him again. Once you've done some damage to Leatherhead, barrels start falling from the top of the screen, so be ready to jump over them.

Don't let his tail smack you!

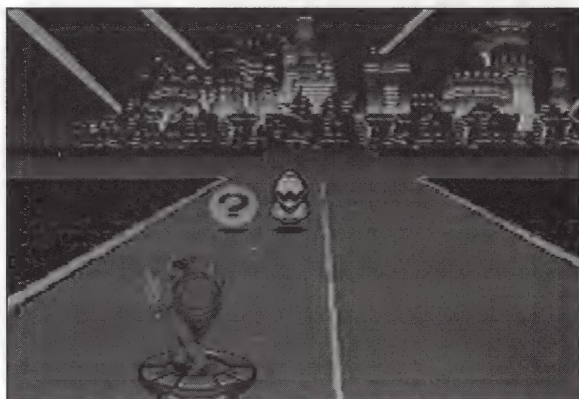


Level 8: Neon Night-Riders



Hack the Foot Soldiers as they pull alongside.

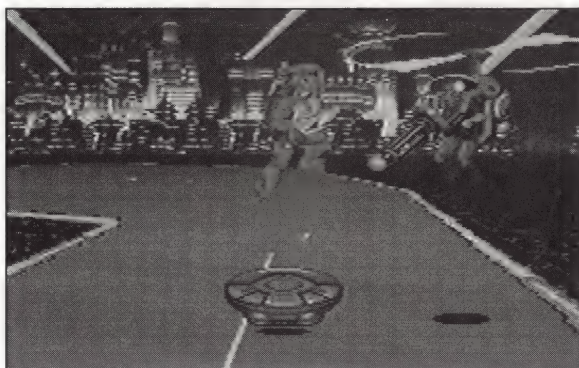
- Time for another “bonus” level. Stay in the middle of the road and slash the Foot Soldiers to build up the points.



*What's
the question
mark?*

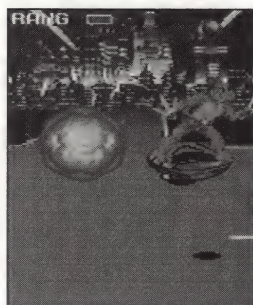
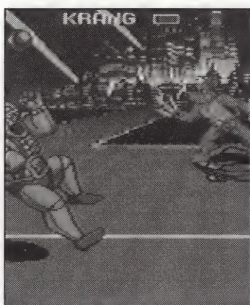
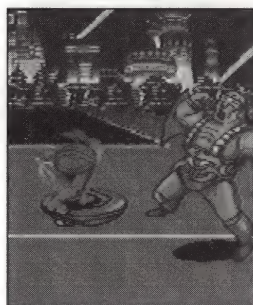
Answer: pizza!

- When the road starts to curve, you're on the next part of the level. Grab the question marks (which are really pizzas, as in the previous bonus level) and jump over the electric Mousers in the road.



Leap into the air to hit the helicopters.

- After the Mouser mines are Foot Soldiers in mini-helicopters! Use the Flying Kick and Cannon Ball moves to knock them out of the air.
- When the road turns sideways, your bonus points will be counted up. You get one point for each Foot Soldier defeated, each helicopter destroyed, and each pizza collected.



Left: You attacking Krang. Middle: Krang spitting explosive balls. Right: You dodging the explosive balls.

- It's time to fight Krang! Pin him on either side of the screen and use rapid regular attacks. After you cause some damage, he'll start shooting mines into the air from his mouth (ick). Jump over the mines as they fall to the road, then resume beating up on Krang. He may look tough, but he's easy to beat.

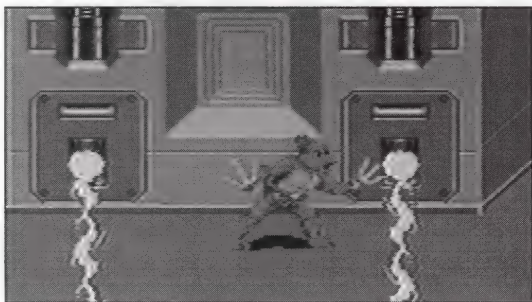
Level 9: Starbase

- One solid hit destroys the moving laser cannon at the start of the level.
- The Foot Soldiers come at you in massive groups. Use the Whipit move as much as possible to thin out their ranks.



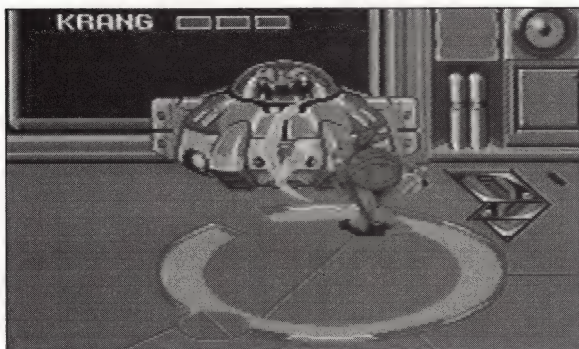
*Extreme close-up!
Whoa!*

- The first pizza of the level is placed in the middle of a field of dangerous blue beams. Avoid the beams or you'll be frozen solid.
- In the section of the Starbase after the blue beams, two giant spheres will roll at you from the right side of the screen. Use the method of your choice to avoid them.

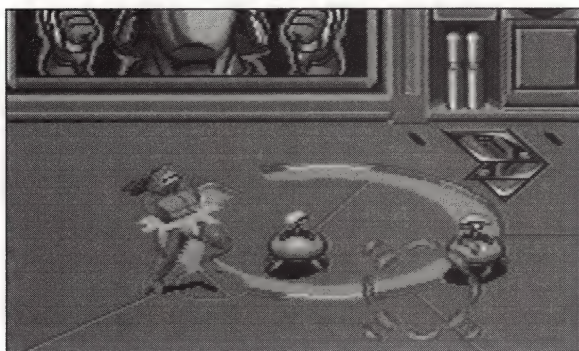


*Watch out for the
electric beams.*

- There are two electrical beams just before the end of the Starbase. Don't get zapped!



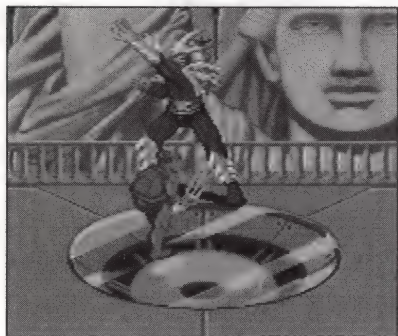
Slash Krang's ship when it appears.



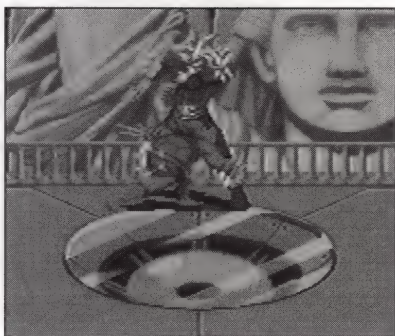
You have to destroy all the robots before Krang will reappear.

- Krang is back for more punishment at the end of the level. This time around, he attacks you in a flying saucer. Stay above or below the saucer and thwack it with regular attacks and Flying Kicks. Krang disappears and reappears after every third hit. When he's taken some damage, he'll attack more aggressively by dropping groups of Robot Walkers to attack you. You have to destroy all of the Walkers before Krang reappears on the screen. Keep attacking until Krang blows up. It's time for the final battle!

Level 10: The Final Shell-Shock

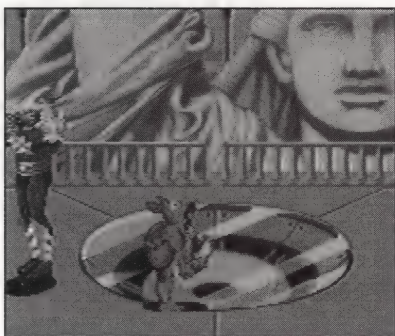


Wait for Shredder to shoot the blue or green ray . . .

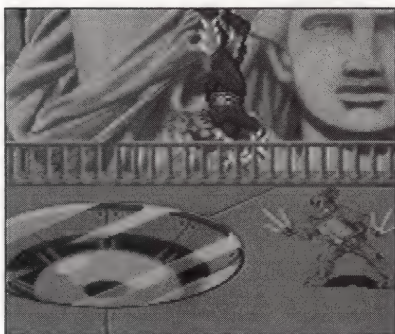


Then move upward and attack him.

- Shredder has three forms of attack: a blue ice ray, a red fire ray, and a green “mutation” ray that turns you back into a regular turtle (which means you instantly lose a life). Stay one step below Shredder and wait for him to shoot, then quickly observe the color of the ray. If it’s blue or green, move up and attack Shredder; if it’s red, don’t attack or you’ll get some seriously scorched toes. Take your time and keep attacking until Shredder falls off the ledge. Game over!



Don’t attack after a red ray or you’ll get a hotfoot.



Shredder takes the big fall after your victory.

C H A P T E R

21

Ultraman

by Bandai



Game Type	Arcade
Difficulty	Easy
Players	1
Game Save	None

INTRODUCTION

"Ultraman, Ultraman, la la la la la la la la, Ultraman . . ." Or something like that. Anyway, it's the theme song from Ultraman, the campy 1970s Japanese action/adventure series. Now Ultraman's back in a brand-new syndicated series. This game pits you against nine evil mutants from the series in a side-scrolling beat-'em-up format. Can you kick mutant butt and save the world?

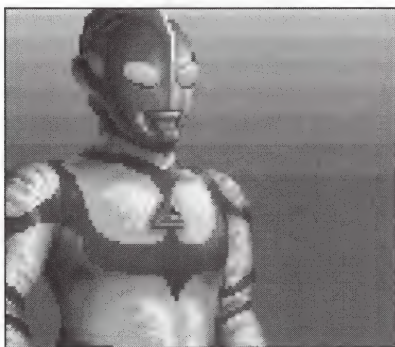
STRATEGY SESSION

General Strategies

- The key to beating Ultraman is being able to activate the Ultra Shield in a heartbeat. Always be ready to shield yourself against an incoming attack.
- Sometimes, you'll have to sacrifice a life to weaken a monster's Power Meter enough so that you can finish it off with your next life. If time (or your Power Meter) is about to expire, always get in a Special Weapons blast before you die.
- One effective fighting technique against the monsters is to leap into the air (Up and X), then press A to kick the monster as you land. This technique works like a dream at the Easy

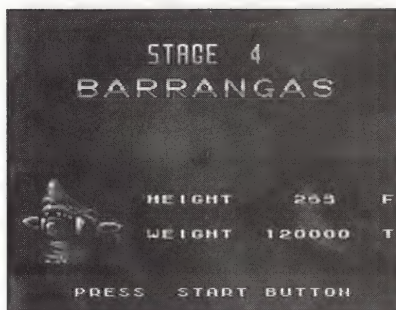
difficulty level, but is less effective at the higher levels. It's also ineffective against monsters that move or jump a lot (such as Majaba). Even so, you should give it a try.

- The first three monsters in the game are easy to thrash, even at the Normal and Expert difficulty levels. For that reason, we'll start our mutant-specific strategies with Barrangas.

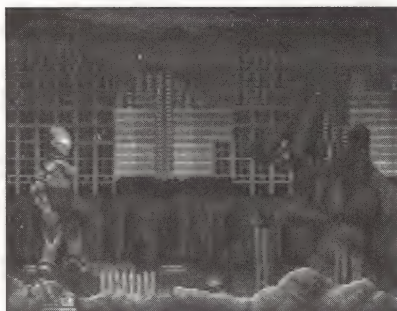


The mighty Ultraman!

Barrangas



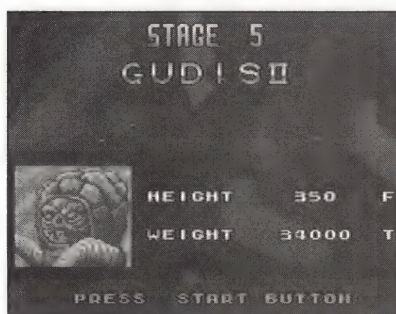
Barrangas!



B-man usually shoots two toxic clouds in a row.

The big B usually blows out two consecutive toxic gas clouds. Use the Ultra Shield to block them. Watch out, because Barrangas likes to thrash with his tail when the Shield goes down.

Gudis II



Gudis II!



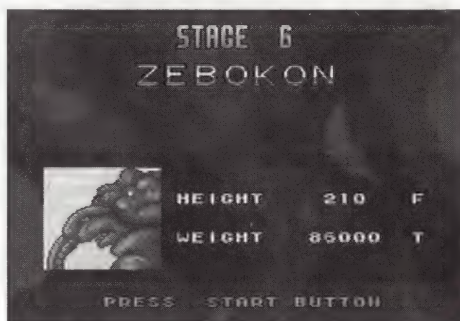
Gudis II lifts his head before firing a bubble blast.

G-man lifts his head before he lets loose with a bubble blast. You can block the blast with the Ultra Shield, or you can

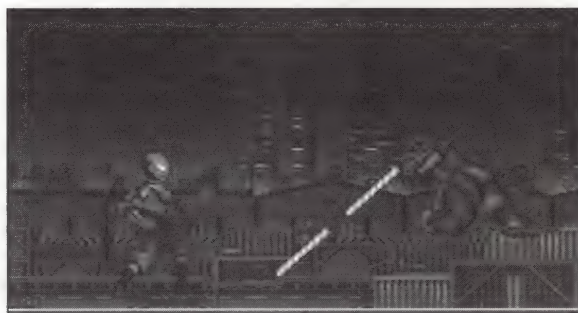
outrun the blast. If you use the Shield, get ready to Ultra Back Flip or Ultra High Jump as soon as the Shield goes down.

Zebokon

Whenever Zebokon is out of kicking range, he'll jump at you or charge you. Use an Ultra High Jump or Ultra Shield to defend yourself. Blast Zebokon with the Special Weapons to wear him down. This is the first monster



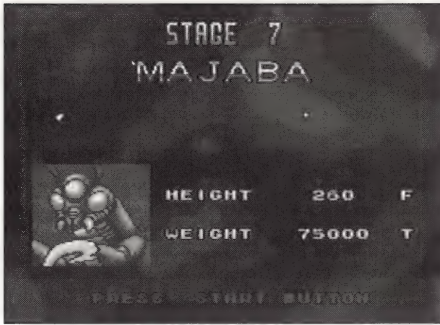
Zebokon!



Keep using Special Weapons against Zebokon to wear him down.

where you may have to sacrifice an Ultraman in order to win.

Majaba



Majaba!

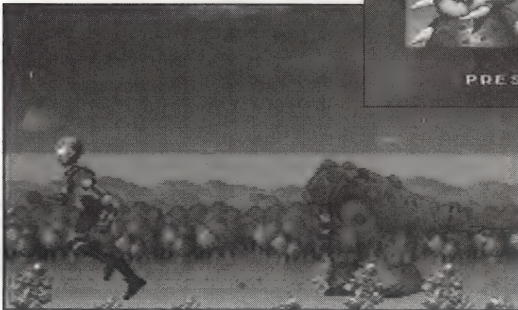
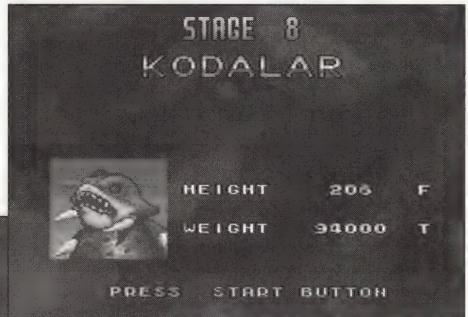


Kick Majaba to stun him, then fire a Weapon blast.

This monster jumps around a lot, making him frustratingly hard to hit with Special Weapons blasts. Try kicking him to stun him momentarily, then give him a Weapons blast. Punch him when he jumps at you, and jump over the laser beams from his eyes.

Kodalar

It's very difficult to defend against the yellow beams that Ko-



*Block or jump over Kodalar's eye beams.
(Or run away like we are in this pic.)*

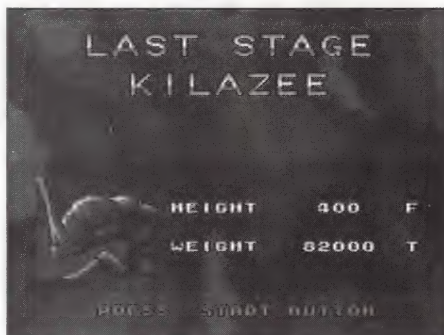
Kodalar! Only one more monster to go!

dalar fires from his mouth. Use the Shield to block the

blue beams, as well as Kodalar's eye beams. (You can also jump over the eye beams.)

Kilazee

When Kilazee rises into the air, he's about to zap you, so activate the Ultra Shield. When Kilazee jumps, jump-kick him or roll under him with the Ultra Roll. Keep using your Special Weapons to blast him. When you defeat Kilazee, you'll get



Kilazee!



Can you possibly win this battle and earn one of three totally sucky ending sequences?

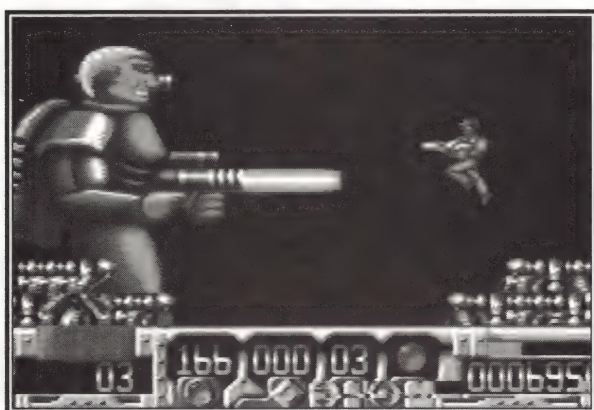
one of three different endings; depending on the difficulty level. (Unfortunately, they all suck.)

C H A P T E R

22

Universal Soldier

by Ballistic/Accolade



Game Type	Arcade
Difficulty	Average
Players	1
Game Save	Passwords

INTRODUCTION

Take one hit summer movie (in this case, a futuristic action flick starring Dolph Lundgren and Jean-Claude Van Damme) and mix well with Turrigan, a futuristic action game that Ballistic previously released for the Genesis. What do you get? Universal Soldier, a game with way more hidden items and 1-Ups than your average bear. Check it out!

STRATEGY SESSION

General Strategies

- Use the Laser Whip to locate hidden item blocks, then jump onto the block and aim the Whip straight down to make the power-ups float up at you. This trick is especially useful when the block is over water.
- Because Universal Soldier is so completely jam-packed with hidden stuff, there's just no way we could write about it all without giving it a hundred-page chapter (and frankly, this game's not good enough to warrant getting that many pages). What we will do is take you through Level 2-2, pointing out the locations of hidden item blocks and 1-Ups, and we'll also give you passwords for all the levels. Could you possibly ask for more than that? (Well, yeah, you could. Maybe we'll cover more levels in our next Super NES book; write and let us know if that's what you want.)

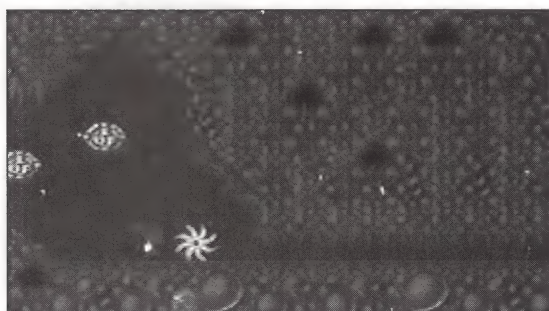
Level 1-1

- The first hidden block is directly above you at the start of the level. Activate the Whip and grab yourself a power-up!
- The second hidden block is placed above and to the left of the beehive on the first hill of the level.



There's a hidden block directly overhead at the start of Level 1-1.

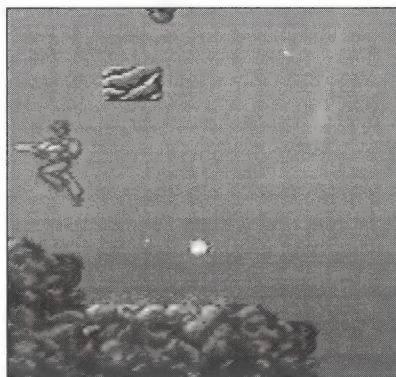
- There's an entrance to a major secret area on the right side of the first hill, at the bottom of the spike-lined pit (with the laser cannon on the right side of the pit). Use the Shirakin form and roll to the left through the narrow passage. Stop underneath the second ledge from the right and use the Laser Whip to reveal a hidden block, then continue rolling to the left



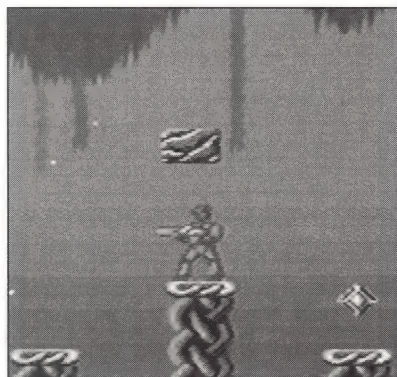
*Roll down the tunnel until
you find the two 1-Ups.*

until you find two 1-Ups. Return to the chamber with the ledges and jump to the highest ledge. Use the Laser Whip again to find yet another hidden block. (See what we mean about this game being jam-packed with hidden stuff?)

Level 1-2



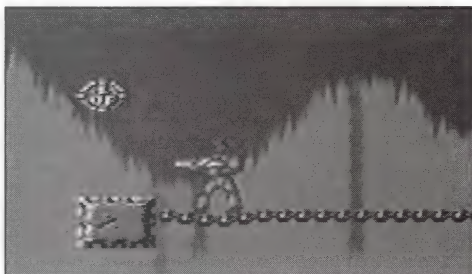
Level 1-2's first hidden block.



*Level 1-2's second
hidden block.*

- At the start of the level, run all the way to the left and use the Laser Whip to find a hidden block. Then boogie to the right and jump onto the highest of the group of the five pillars. "Whip it" to find another hidden block.

- After you pass the three waterfalls, you'll find two pillars. Jump onto the higher pillar, then jump up and left to the bridge. Run to the left and keep jumping along the ledges to find a 1-Up. (You'll see another 1-Up between two waterfalls along the way, but you can't get that one from the bridges.)



There's a 1-Up at the left side of the bridge.

- Drop down the middle of the waterfall to the right of the pillars and you'll land on a solid block, with caves on either side. Go all the way to the left and Laser Whip for a hidden block.
- There's a hidden block to be found if you go to the right, staying at the bottom of the caves, until you basically can't go any further.



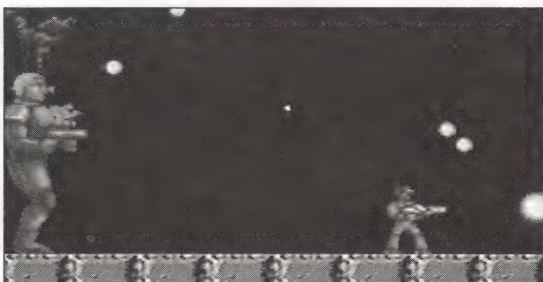
The Shirakin form is required to collect the 1-Up.

- There's a large column of stair-like ledges on the right side of the waterfall. Climb up the stairs and look for a narrow

crevice with a few power-ups inside. Turn into the Shirakin and roll into the crevice to collect the power-ups, and a 1-Up.

- At one point in the level, a gust of wind prevents you from walking to the right. Jump to the left and land on top of the dark ledge. Jump up until you find a normally-colored ledge. Jump left until you find ledges going to the right, then use those ledges and you'll find a cave with a 1-Up. (There's a hidden block in the cave to the left of this one.)

- Andrew Scott, the boss, has a hysterically simple pattern. He shoots at you from one side of the screen, then jumps to the other side and shoots from there. Wait until he shoots, then jump into the air and shoot him in the head to cause damage. If you have the Bounce Shot, you can bounce bullets off the opposite side of the screen from Andrew without having to jump



Andrew Scott, wimpy boss, denture wearer.



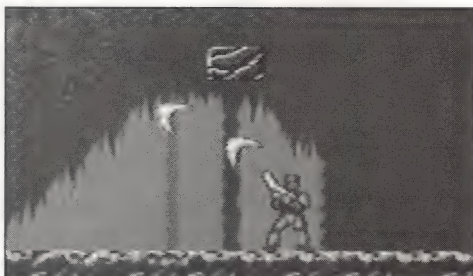
Collect the P icon to restore the energy you lost during the battle with Scott.

into the air. Watch out for the falling stalactites. After you beat Andrew, run right, kill the dragon, and grab the P icon to restore your energy.

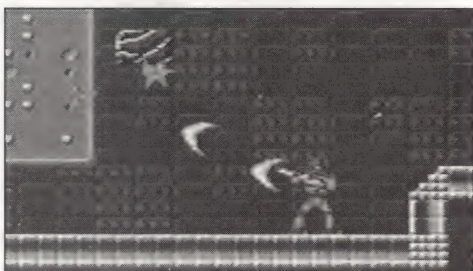
Level 1-3

- Yep, you guessed it; there's a hidden block at the start of the level. Run about half a screen to the right, then use the Whip. Run to the right and use the Whip again after you fall down the first cliff.

- There's a hidden block inside the Dam, near the end of the level. Keep using the Whip in the small rooms.



Here's the hidden block at the start of Level 1-3.

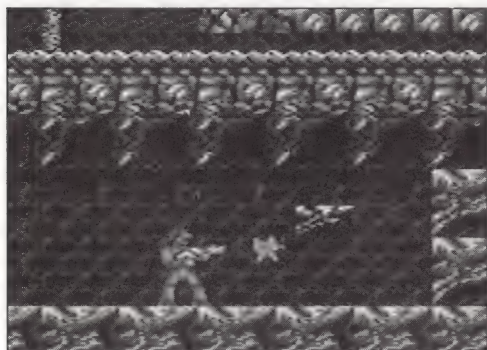


Use the Whip near the end of Level 1-3 to find another hidden block.

Level 2-1

- From the start of the level, move right, jump up the ledges, then run all the way to the left. Use the Whip to find a hidden block. Stand on the block as you zap it so the

water doesn't move you. After you empty out the hidden block, go to the right, staying as high as possible, and you'll find a 1-Up. Drop down into the passage below the 1-Up and run to the right. Use the Whip at the end of the tunnel to reveal a hidden block.



This hidden block is in the tunnel below the 1-Up of Level 2-1.

- When you drop down into the yellow area, move to the left and look for a small passage. Run to the end of the passage and use the Whip to reveal a hidden block, then run back to the right and keep going right until you reach a wall. Jump up and stand on the stone block, then use the Whip to find yet another hidden block.



Stand on the stone block and Whip upward.

- The third section of the level is underwater. When you hit the wa-wa, swim left and find a narrow passage leading upward. Swim into the passage to find a 1-Up.
- Swim as far to the right as possible, then swim upward to find an above-water area with a 1-Up. You have to climb above the 1-Up, then jump to the left to collect it from above.
- Look for a large group of honeycomb blocks. Blast through and climb upward, following the tunnel until you find the Eye-Piece Boss. There are several easy ways to destroy the



Stand below the Eye-Piece Boss and fire the Whip straight up.

Eye-Piece; one method is to drop below the Boss, on its right, and use the Laser Whip when it turns to the right. You can also stand on either side of the screen and shoot the Boss when it turns toward you, ducking underneath its laser beams.

Level 2-2

- There's a treasure trove of six 1-Ups at the start of the level, but getting to them is tricky. To climb up to them, you have to blast the honeycomb blocks into stair-like patterns so you can jump upward. Don't use the Laser Whip! Use precisely aimed single shots from your gun to take out one honey-comb block



Shoot the honeycomb blocks into stairs, then jump upward...



To find six 1-Ups for the taking!

at a time. And hey, if you blow it and can't get to the 1-Ups, just use the password and try again (heh heh).

- Go to the right, zapping through the honeycombs, until you find the entrance to a spike-filled tunnel. It's hard to spot, so



This spike-filled tunnel leads to a 1-Up and several diamonds.

refer to our handy picture. Drop into the tunnel and use the Shirakin to roll to the right. You'll find diamonds and a 1-Up in a large chamber at the end of the tunnel. There's also a hidden block to be found on the left side of the chamber.



*The parachuting UniSols can hurt you.
Watch out for them.*

- When you reach the windy chamber with the parachuting Uni-Sols, jump to the passage in the upper-left corner of the chamber. (Jump when the wind is blowing upward; the leaves are your visual aid.) Follow the passage to find several 1-Ups and hidden blocks. Jump

up and right to leave the chamber and head for the Military Helicopters.

- Three Military Helicopters attack you near the end of the level. Hide behind the blocks (the rockets won't be able to hit you) and shoot the Helicopters when it's safe. If you have the Bounce Shot, you can bounce bullets into the Helicopters without putting yourself in any danger.



*The Bounce Shot is devastatingly effective
against the Military Helicopters.*

THE SECRETS

Passwords

Level 1-2: BZCXD

Level 1-3: FWGVH

Level 2-1: MRKSN

Level 2-2: PRGMR

Level 2-3: TCMCB

Level 3-1: QWYRW

Level 3-2: BCMVG

Level 3-3: XVXVX

Level 4-1: QWRTY

Level 4-2: KBRDS

WarpSpeed*by Ballistic/Accolade*

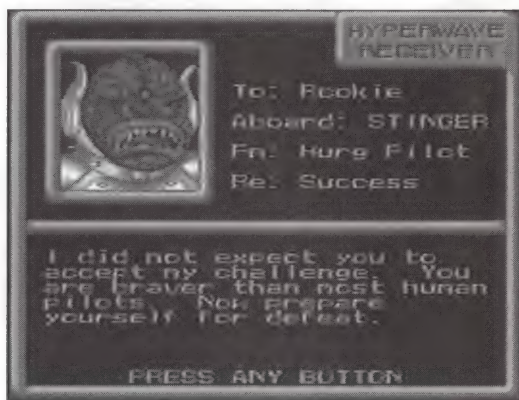
Game Type	Arcade
Difficulty	Average
Players	1
Game Save	Passwords

INTRODUCTION

The computer gamers among you Gentle Readers are probably familiar with Wing Commander, an awesome first-person-perspective space shooter from Origin. Well, let's just say that WarpSpeed seems heavily "inspired" by Wing Commander—just as Wing Commander was inspired by classic space shooters like Star Raiders and Elite. The plot is your typical "defend the galaxy against alien invaders," but the gameplay is fast and furious. Seek and destroy those alien slimeballs!

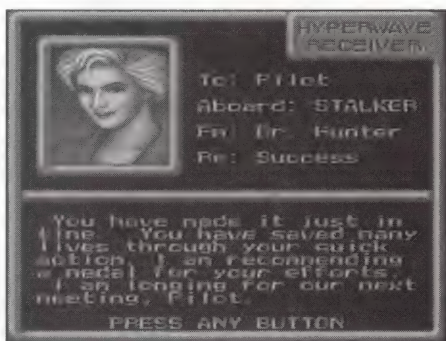
STRATEGY SESSION

General Strategies



Always accept challenges from Horde pilots. You'll earn bonus points.

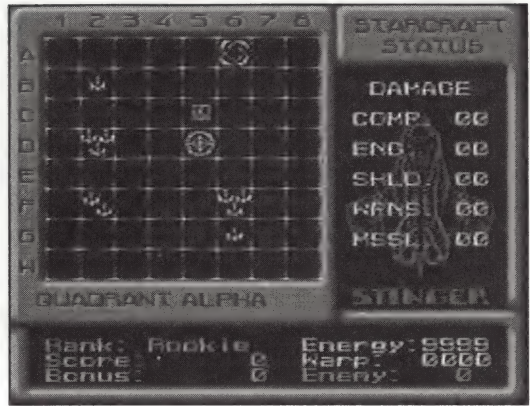
- Always complete missions or accept duels. Completing missions is particularly important, as you'll find power-ups for your Star Fighter (stronger shields and more powerful energy beams) that come in quite handy during the later stages of the Campaign.



Dr. Hunter congratulates you for completing her mission.

- When you're listening to a radio message, do **not** press the A button! The message will disappear off the screen before you get a chance to read it.

- In missions where the Long-Range Scanners are disabled, use a methodical search pattern, flying to every other sector so your Short-Range Scanners will pick up the enemy.

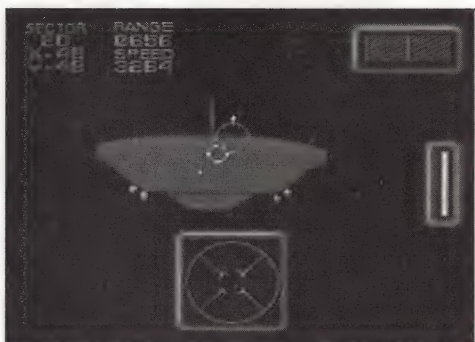


If the Long-Range Scanners go down, you'll need to search for enemies.

Starfighting Strategies

- The two most important words of advice during battle: Keep moving! Dive, climb, bank, whatever, just make sure you're always working the control pad. If you stop moving your Star Fighter, the enemy ships are guaranteed to nail you with laser fire.
- The key to destroying an enemy fighter is to "lead" it by shooting at a point in space where the fighter will collide with your beams. When the fighter is at extremely close range (filling up your cockpit view), you'll have to lead so much that you can't even see the enemy fighter, because it'll be off the edge of the screen. Don't worry; if your timing is accurate, your beams will hit whether you see the enemy or not.
- Cool tip that you may have already noticed: You can destroy the enemies' energy beams by shooting them with your own beams.

• If you enter a Sector with a Carrier, use your Smart Weapons on it. If you run out of Smart Weapons, but still want to destroy the Carrier, you'll have to break the golden rule (Keep moving!) we mentioned above. Stop moving your ship and aim for a point in space ahead of the Carrier,



*Stay on the enemy's tail
and keep firing.*

then fire as many energy beams as you can. Hopefully, the Carrier will fly into the beams and be destroyed.

THE SECRETS

Passwords

These passwords start you out with the second, third or fourth Campaign mission. In the fourth mission, you'll have a super-powerful energy weapon.

2nd Mission:	NVG JS4 BGP
3rd Mission:	NWK GX1 LWO
4th Mission:	NY? 8VK WCN

Short Tips

When any of the Short Tips listed below says to press the L or R button, this means the L and R buttons on top of the controller. When a tip says to press Left or Right, this means to press left or right on the control pad.

THE ADDAMS FAMILY by Ocean**Four 1-Ups**

When the game is over, walk all the way off the left side of the screen and you'll enter a room with four 1-Ups.

100 Lives

Enter the password 11111 and start the game. The life counter reads zero, but when you lose a life, it "rolls over" to 99, for a total of 100 lives.

ARCANA by Hal America**Chapter Select**

At the title screen, press Down, Select, Select, X, Y, Select, Select, L, R, Select, Select, Left, Right, Up, and then: A to skip to Chapter 2, B to skip to Chapter 3, X to skip to Chapter 4, or Y to skip to Chapter 5. Unfortunately, this trick has a major catch: when you skip ahead through the Chapters, you won't have items obtained in earlier Chapters needed to complete the game. Humph.

Music Test

At the title screen, hold down L and R and press B to make the "Arcana Sound Room" appear.

LEMMINGS by Sunsoft

Control Configuration and Sound Test

At the title screen, hold down Select and press Start. Now you can listen to all of the music in the game and configure the buttons on your controller.

RIVAL TURF by Jaleco

Change the Character Names

Play through the game and achieve the number one high score. Enter your name as CHRCONF and a special "Character Name Configuration" screen appears. Now you can change the names of every character in the game.

SMARTBALL by Sony Imagesoft

Level Skip

Wait for the words "PUSH START BUTTON" to appear on the title screen, then press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Select, Start. You can now start on any level up to Level 4-A.

SMASH TV by Acclaim/LJN

Programmers' Names

Turn on your Super NES (with the Smash TV cart inside, of course). When the Beam Software logo is scrawled onto the screen, hold down L and R then hold down B. The names of the programmers appear on screen.

SPACE FOOTBALL by Triffix

Passwords

Level 3: 402713	Level 11: 884887
Level 4: 312171	Level 12: 497998
Level 5: 346312	Level 13: 832115
Level 6: 373243	Level 14: 955306
Level 7: 650665	Level 15: 274443
Level 8: 449357	Level 16: 487735
Level 9: 736725	Level 17: 626631
Level 10: 876963	Level 18: 872669

SUPER ADVENTURE ISLAND by Hudson Soft

Stage Select

Turn on the Super NES with Super Adventure Island inside and wait until the intro sequence (with Master Higgins and Jeanie Jungle) appears. Press Start and the title screen appears. Now press and hold L, press and hold Right on the control pad, press and hold X, and press Start. The Stage Select screen appears.

TOP GEAR by Kemco

Passwords

Amateur Level

South America: **MOONBATH**
 Japan: **GEAR BOX**
 Germany: **CAR PARK**
 Scandinavia: **ROAD HOG**
 France: **EMULATOR**
 Italy: **ANALYZER**
 U.K.: **HORIZONS**

Professional Level

South America: **FOUR MEG**

Japan: **LEGEND**

Germany: **THEWORLD**

Scandinavia: **LETSRACE**

France: **ALCHEMY**

Italy: **A LOOPER**

U.K.: **SEASONAL**

Championship Passwords

South America: **EDUCATED**

Japan: **OILCLOTH**

Germany: **WRECKAGE**

Scandinavia: **CARACOLE**

France: **EPYLLION**

Italy: **GLUCAGON**

U.K.: **KEELSON**

WWF SUPER WRESTLEMANIA

by Acclaim/LJN

Quick Pin

Reduce your opponent's energy to just under half, then get him down on the mat. Press the X button to pin him, then hold Up on the control pad and press and hold the Y button. Your opponent won't be able to get up before the dreaded three count. This trick doesn't work in the Tag Team or Survivor Series modes.

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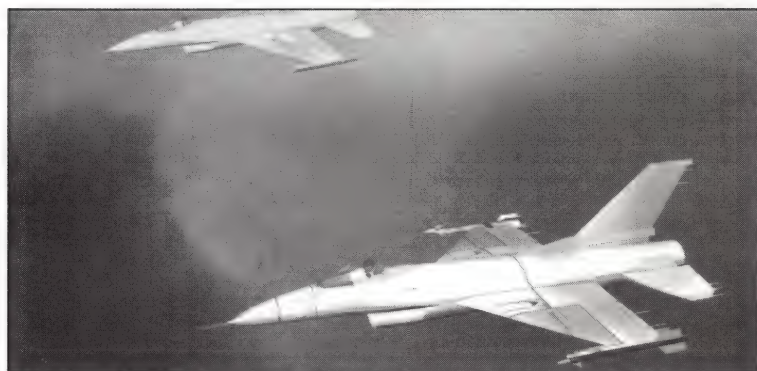
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